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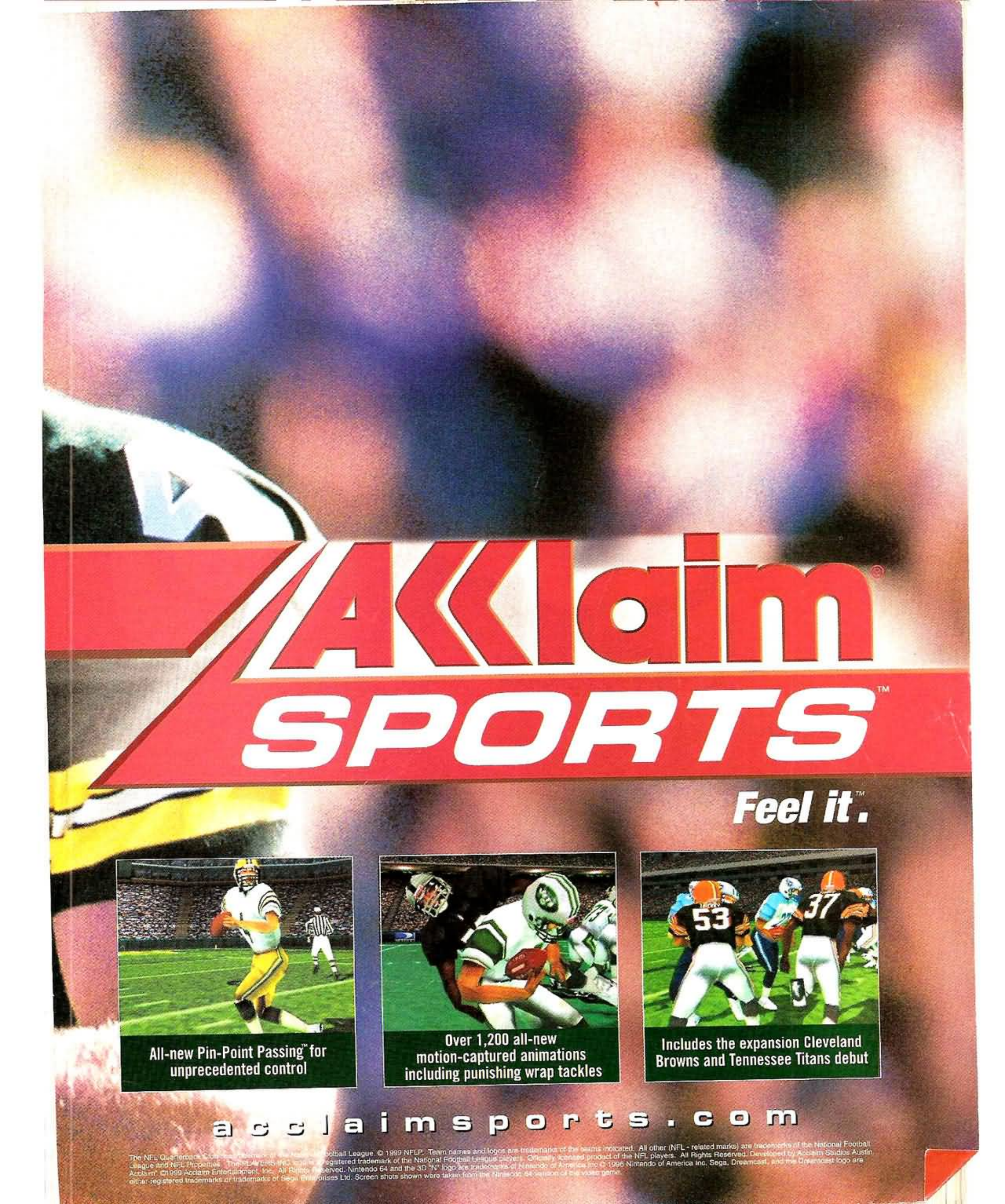
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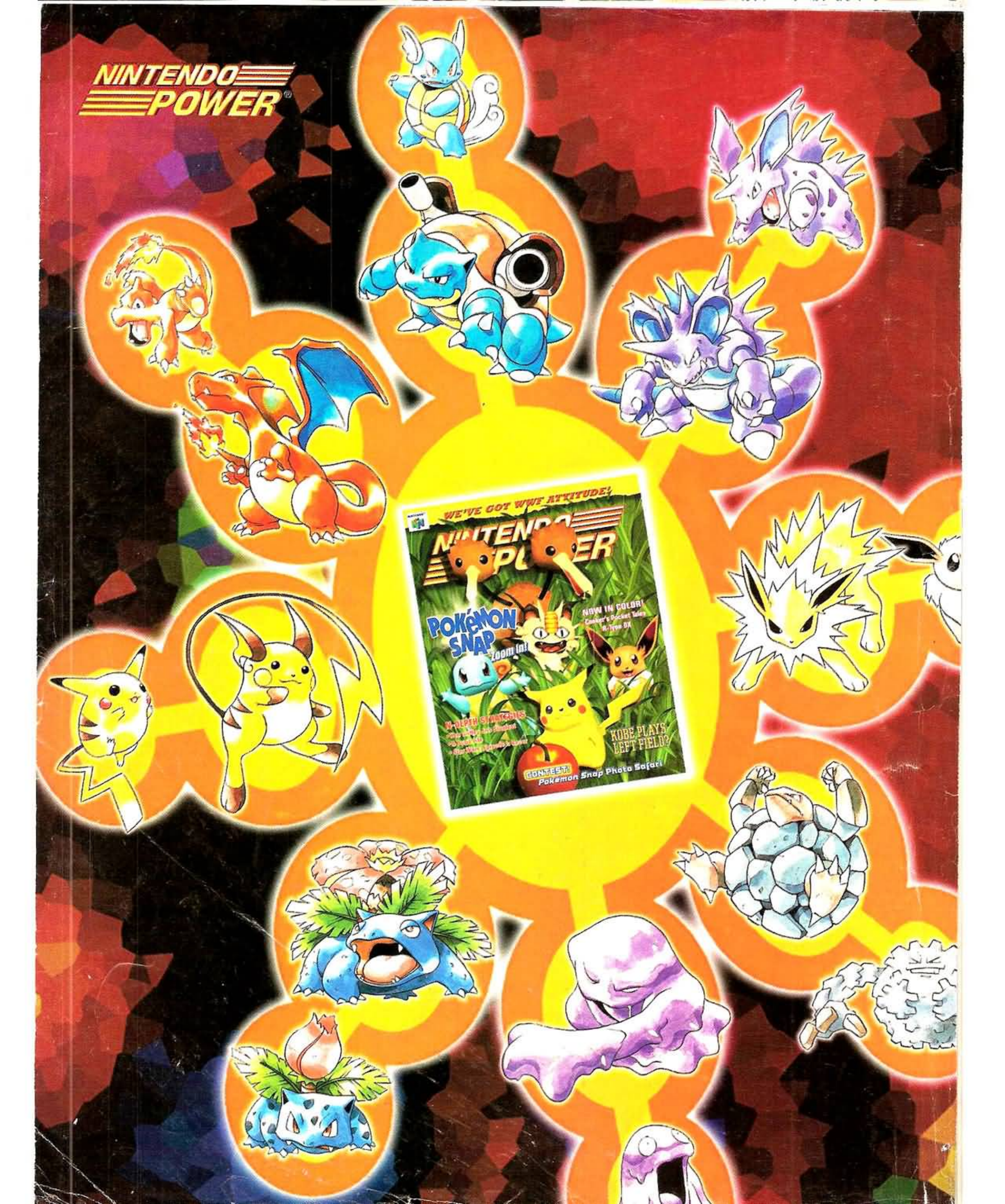
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Gauntlet Legends

No more plugging quarters into the Atari arcade game—the fantasy maul-o-rama now brawls it out swords-and-sorcery style on the N64. Hack through this magical mob scene with our sharp tips.



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NFL Blitz 2000

Bad sportsmanship has just gotten worse now that Midway's crammed its football Pak with even more brutal moves, flaming field goals and four-player frenzy. Catch up with our savage strategies.



58

Gex 3: Deep Cover Gecko

He's got a wicked tongue, but can he lick the Media Dimension? Laughable lizard Gex takes on the Army Channel, Mystery TV and more cable stations in his sequel.



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Tarzan

Disney supercharged the summer block-buster with extreme sports vine swinging. True to the movie, the Game Boy Color Pak speeds through the jungle at whiplash speed. Limber up with our Tarzan tips.



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Strategy

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Every Issue

EXPANDED NOW 5 PAGES!

when it's



Sheik's Legacy

Did the concept of Sheik come from the world's worst tongue-twister: "The sixth sick Sheik's sixth sheep's sick?"

Daniel Finley
Via the Internet

No, we're sure that Sheik's name didn't come from there, but thanks a lot for forcing us to try to say that cursed tongue-twister. Forgive us if this issue is drenched in spittle.

Out of Luck

You guys seem to have all the answers over there at NP, so maybe you can answer me this: I understand the importance of good challenges in a video game, but why should beating a game take 75% luck and 25% skill?

Doug
Upland, CA

We like to think that most games are much the opposite, requiring mostly skill to complete. However, the percentages you mention are accurate for Multiplayer games. If you beat your friend, it's about 90% skill and 10% luck. If your friend beats you, though, it's clearly almost all luck.

Stop the Madness

I must ask you, Nintendo Power, to cease and desist this spread of Pokémania. I must admit that at the age of 18, I, too, have been swept up by the craze that is Pokémon. I now see my dog as Dollydog #168, with attacks such as Bite, Scratch, Mailman Chase and Shed. Is there any help whatsoever?

Tim Maurier
Via the Internet

See your licensed Pikatherapist, but be warned: It can be only treated, not cured. In the meantime, we suggest countering Dollydog's attacks with Leash, Stern Warning, and the powerful Special Attack known as Roomful of Cats.

On the Green (Island)



The PGA tour had stopped off on this beautiful course a couple of months before Nick arrived, so he thought it prudent to take a comprehensive lesson before teeing off. Head Golf Pro Greg Nichols, pictured here with Nick, was happy to give him pointers on everything from his swing to optimal tanning spots on Hawaii.

If you thought Waialae Country Club looked good on your N64, try playing the real deal. Nick Lewis, the Grand Pize winner of the Player's Poll contest in issue 112, got to do exactly that. A brand new set of Taylor Made golf clubs and accessories arrived on Nick's doorstep in Grosse Point Woods, Michigan, at which point he packed them up and winged his way to sunny Hawaii for some picture-perfect golf. Aloha means hello, goodbye, and FORE!

WINNER

I just had a horrible thought! When the year 2000 comes, will my Poké Balls still work? Or will my Pokémon be trapped forever? Quick! Contact Professor Oak! We need help before it's too late!

Michael Stinson
Via the Internet

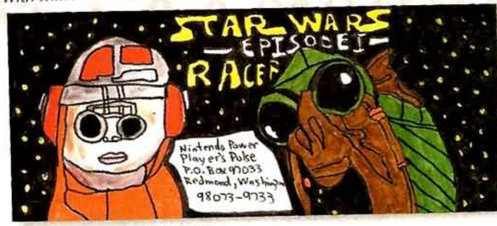
All Poké Balls will be fully functional at the turn of 2000. If you want to concern yourself with millennial Pokémon issues, why not see if you can find any truth to the rumor that the ball that descends over Times Square will be a Poké Ball that'll open and reveal...something.

So Long...

Why don't you guys ever print a long letter? You should take out pointless, one-sentence letters that...

Paul Cychosz
Via the Internet

We had to cut this letter because it was way too long.



Tony Escudero • Scottsdale, Arizona

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VOLUME 124-SEPTEMBER 1999


Jet Force Gemini
TM
Insect shock troops! Planets in peril! Cute things in crisis! Are you prepared for Rare's cosmic commando adventure? Buckle up—our preview of this mighty mission blasts off on Page 14.
Machine Gun Ammo
192
0200
000
0020

Speed Racer

On a Saturday I went to see *Star Wars*: Episode 1 and then hopped down to the store to rent the game. The real-life control and replicas of the Podrace in the movie are incredible in the game, and the Expansion Pak enhances the game wonderfully. Keep up the good work and may the Force be with you.

Gary Burns
Niagara Falls, NY

We also raced home right after the movie to do a little Podracing, but learned to our dismay that an '86 Buick does not handle like Anakin's souped-up Podracer. The policeman didn't think it was relevant when we told him that we hadn't even engaged our "turbo thrust." Oh well.

Come on Down!

OK, maybe Zelda would be a bad movie, but think of what an awesome game show Mario Party would make!

Matt Thier
Via the Internet

Is Pat Sajak available? Do you think he'd play Hot Bob-omb?

Now You're Playing with Power Tools



Now we've seen everything! Industrious Nintendo fan Harold McGill of Kansas City, KS, built this entertainment console for his grandson, Joshua. Maybe we should start mass-producing these...



Speaking of mass-production, Christopher Leippi of Lajord, Saskatchewan, ought to consider marketing this classic Nintendo organizer that he invented as a science fair project. Check out the huge Ns that serve as bookends. Way to go, Christopher!

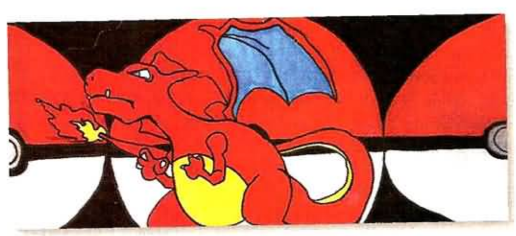
I Spy

When the eye doctor told me I had to get glasses I was mad, but then when I went to get them I saw Nintendo glasses! When I went back to school I had the coolest glasses!

Tony Komforty
Via the Internet

Glad to hear it! This is yet another way video games actually improve your vision.

Josh Strickland • Winter Garden, Florida



Jim Dobry • Villa Park, Illinois

WRITE AWAY RIGHT AWAY!

All right, already! It sounds like a lot of you don't like "Dolphin" as the name for our next generation system. Remember, it's a codename, not the official one! If you think you've got a better handle for it, why not write in and let us know? Of course, if the official name ends up being identical to one you sent in, you won't get a cut of the profits. Once you send anything in, we own it. Bah ha ha ha ha!

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Background Art: Edward Juan • North York, Ontario



JET FORCE GEMINI™

This is the dawning of the age of Gemini. Rare's hyperkinetic shoot-'em-up packs enough heat to make even the coolest of gamers sweat bullets amidst its unrelenting boiling-point action. It's all in the stars, and today's horoscope is favoring Gemini.

GEMINI TWIN POWERS, ACTIVATE!

Imagine setting off an alarm in Goldeneye 007. Could any thrill seeker resist the rush and exhilaration of fending off wave after overwhelming wave of alerted armies as they poured into range? In its follow-up shooting game, Jet Force Gemini, Rare has opened the adrenaline floodgates by maintaining that fever pitch. And while the odds are against you as you battle swarms of heavily armed insectoid villains, you won't be mounting the battle as a one-man army—you'll also be able to undertake your mission as a one-*woman* army or one-*dog* army.

Jet Force Gemini tells of the last surviving Jet Force Team, the three-member Gemini Squadron. As the last defense against intergalactic tyrant Mizar, the JFG members venture down separate paths to restore peace to the universe. You begin the game as Juno, the team's male hero. As you blast your way from world to world, you'll eventually cross paths with Vela, Juno's twin and fellow Jet Force member. Once you've found her, you'll be able to play as Vela and use her unique ability to blaze a separate interplanetary route. Along the way, you'll encounter the third playable character, Lupus the dog, whom you'll then be able to use to explore yet another new path through the game.



Each of the game's three playable characters will venture through levels that the other characters won't be able to explore until you've gotten them through their own levels.

Once you've completed each of the three unique routes, you must then use each character to reexplore the other two characters' routes, where the new explorer's powers will help you reach previously uncharted regions. In fact, you'll explore every world at least three times, covering more ground than before as you juggle three characters and battle an exponentially higher number of enemies.



THE LAST LINE OF DEFENSE

Set to the militaristic beat of the game's symphonic marches, JFG's first cinema scenes open as armies of giant ants board Mizar's spaceships and descend upon the planet of Goldwood. Spreading a swath of fear and laserfire across the once peaceful world, the insectoid Drones forcefully round up the locals—a cuddly race of bearlike creatures known as Tribals—to work for Mizar as slaves.



As Mizar's Drones invade JFG's ship, Juno, Vela and Lupus go their separate ways, creating the game's three routes. Players will have to explore each route with each character.

A CRY FOR HELP

The Tribals have been longtime allies of the interstellar watchdogs known as Jet Force, and in particular, the furry Goldwood inhabitants were friends to the Jet Force's Gemini Squadron. Made up of twins Juno and Vela and their cybernetic dog Lupus, Jet Force Gemini was forced to stand idly by as Mizar's troops overtook the planet. Without the go-ahead from their superiors at the Federation, Jet Force Gemini couldn't officially intervene. Despite the team's pleas to its higher-ups, Jet Force Gemini helplessly watched Mizar conquer faraway planet after planet until his forces finally spilled within the boundaries of JFG's jurisdiction. All the while, the Drones systematically exterminated every Jet Force team until only the Gemini Squadron remained.

Don't think bug exterminating is an easy racket—Mizar's bugs are clever and will sneak up behind you or even flee if the going gets too rough.



Not something you'd want splattering against your windshield, Mizar's bugs can be gigantic pests, and mammoth insectoid boss enemies infest the game.

Rating: Pending (includes cartoon violence that is essentially limited to the blasting of insects)

Players: 1-4

Multiplayer Modes: Battle, Racing, Target Practice and Two-player Cooperative Adventure

Specs: 256 Megabits and Dolby Surround Sound, 1 Megabit flash backup

Release Date: Tentatively scheduled for September 27th

NO WAY OUT

And Juno, Vela and Lupus were sitting ducks. Barely escaping a Drone assault, their ship lost its hyperdrive unit, trapping them in the middle of Mizar's path. Frustrated with the Federation and fed up with abandoning their friends on Goldwood, Juno, Vela and Lupus were poised to lend a hand when one of Mizar's Stealth Ships suddenly blasted away the cargo bay doors of the JFG ship.



As Drones charged through the ship toward the cockpit, Juno ordered Vela and Lupus to escape in their shuttles while he would stay behind to secure their mother ship. Reluctantly, the pair fled to the teleport bay, knowing that the Tribals would have no hope for freedom if all three of them were to stay behind risking capture.







THE GEMINI SQUADRON

Jet Force Gemini is a big game to start with, bursting at the seams with hours of ground to cover. With three playable characters, the game becomes even more expansive since you must journey through almost every world with every character.

Gemini Squadron
- Three main playable characters (Juno, Vela and Lupus)
- The characters' unique abilities enable them to reach unique areas in each world, so the player must replay and reexplore each level with every character.
- One additional character (Floyd) playable in special missions and throughout two-player Cooperative Story Mode
- Characters upgrade with Mech Outfits.

JUNO

Origin of name: Rare named Juno, as well as the other two core members of JFG, after a heavenly body. In Juno's case, his name comes from the third asteroid discovered in the Milky Way.

Role: The male hero who, along with his twin sister Vela, leads the Jet Force's Gemini Squadron.

Personality: Fearless and calculating

Special Ability: Can walk on lava

At first, Juno is the only playable character. The last to escape from the JFG ship, Juno becomes separated from his teammates and journeys to Goldwood to track them, the Tribals and Mizar's armies down. Armed with only a standard-issue Jet Force Pistol, Juno must shoot his way past Drones and jump, crouch, crawl, roll and wade out of harm's way. Not a game for pacifists, JFG forces you to stick out every battle, since most doors that lead to new areas are Life Force Doors that remain locked until you've exterminated all of the Drones guarding the region.



The first time around, Juno and the other members must explore vast regions to locate the Tribals, before they can search every world again to track down parts for their ship.



Though stocked with puzzle elements and platform-jumping tests of coordination, JFG, first and foremost, is a shooter. And thanks to Mizar's Drone Generator, there's no shortage of moving (and armed) targets.



Eventually, all of the characters will earn a Mech Suit to enhance their abilities. Once outfitted in their upgrade gear, the characters will be able to reach other areas that were previously unreachable, allowing you to further push the boundaries of every world.

VELA



Origin of name: Latin for "sail," Vela is the name for a constellation that was once part of the larger shiplike constellation known as Argo Navis.

Role: Jet Force Gemini's copilot who leads the team alongside her twin brother Juno

Personality: Feisty and headstrong

Special Ability: Can swim underwater

As soon as Juno finds Vela, you'll be able to alternate between the two characters, then you can begin traveling down the game's branching paths that bounce from planet to planet. But here's the catch: By the time you find Vela, Juno will have amassed quite the collection of advanced weaponry while Vela is left to start her arsenal from scratch. Forcing you to overcome your firearms withdrawal syndrome, the game has Vela relying on her sole JFG Pistol to blast away the same types of enemies that had Juno resorting to his rapid-fire Machine Gun.



Vela is the only character who can swim underwater. Juno and Lupus may cross a few bodies of water, but you'll have to wait until Vela reaches those areas before you can dive in to explore them.









LUPUS

A dog may not seem like the most effective soldier, but Lupus is a capable canine who's not limited to the Lassie-styled heroics of barking out that a Tribal happens to be trapped in a hole. Cybernetically enhanced, Lupus has rockets for paws that enable him to jump as high as his taller teammates, and his boosters also give him the gift of limited flight. And unlike other mutts, Lupus has weapons that spring from him instead of fleas. Equipped with a back-mounted turret, Lupus can produce new weapons there once you've sniffed them out.

Origin of name: JFG's resident canine was named for a southern constellation that shares a likeness with the Latin meaning of its name—wolf.

Role: A cybernetically enhanced dog that serves as a JFG soldier and mascot

Personality: Loyal and plucky

Special Ability: Has limited hovering power

Rescuing the furry Tribals is a big part of JFG's mission, and many of them have sought refuge atop trees and other high areas. If Juno and Vela can't reach them, Lupus will have to use his rocket paws to fly in to the rescue.

FLOYD

Along the way, Juno, Vela and Lupus will meet a colorful cast of helpful characters, and one of them will take up the JFG cause to battle alongside the team. Floyd, one of the many tiny, flying robots created for Mizar's elite Flight Squadron, is one of the most intelligent of Mizar's ranks. But perhaps he was programmed to be too thoughtful. Disgusted with Mizar's ruthless methods, Floyd betrays Mizar but is unable to escape punishment. If you rescue him, Floyd will tag along with your character, and a second player will then be able to control him in Two-player Cooperative Mode.

Origin of name: Though not an original member of JFG, the robotic new recruit was given a name that rhymed with "droid" after Rare couldn't settle on a celestial moniker.

Role: A defector from Mizar's Flight Squadron.

Personality: Noble and intelligent.

Special Ability: Can fly and fit into tight areas



Disabled and left as an example for those who consider betraying Mizar, Floyd remains inoperable until you track down his three parts that have been strewn about the region.



Floyd will travel in tandem with your character. In Two-player Cooperative Mode, player one will control where the pair goes, while player two will be able to position Floyd's crosshairs to supply backup firepower.



You'll also be able to control Floyd in One-player Mode. In certain areas that are safe for only robots, you'll pilot Floyd in a first-person perspective mission to blow up circuitry panels and collect special items.



A SECOND LOOK AT THE TWINS

Rare has built its reputation on giving gamers what they want and then some. Gamers wanted a big game packed with action, and Rare is delivering JFG with acres of battle zones and war-torn worlds to be explored over and over again. And when focus group testing showed that the sample audience had trouble relating to the Kewpie doll appearances of the heroes, Rare responded by scrapping the team's old look in favor of a superhero makeover.

JUNO



VELA





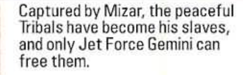
THE TROUBLE WITH TRIBALS

Similar to the Jinjos from Rare's Banjo-Kazooie, the Tribals wait for you to rescue them. Without the furry critters, the JFG team will fail in its mission and will be unable to repair its damaged ship. But finding and saving them will be no easy task. Unlike the Jinjos, the Tribals aren't stationary, and they'll often run for cover when the bullets fly. The Tribals aren't free from harm, either, and one false move could trap them in the crossfire. The loss of even one Tribal spells failure, but luckily for the team, Tribal ruler and shaman King Jeff has conjured up a time loop that will enable you to undo your mistakes by starting every level from the beginning with no harm done.

Description: A peaceful, bearlike race led by King Jeff who, like previous Tribal rulers, was born with magical powers.

Home: The forest planet of Goldwood.

Role: Allies to the Jet Force, the Tribals have become enslaved by Mizar and must be freed by the Gemini Squadron.



Captured by Mizar, the peaceful Tribals have become his slaves, and only Jet Force Gemini can free them.



Dozens of Tribals can hide within each region of a world, and many will elude you since they'll flee to safety when a battle breaks out.



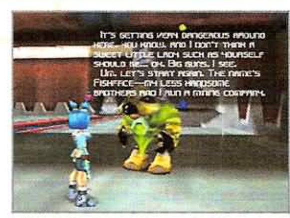
Hostage situations will also arise when you're rescuing the Tribals, since Drones often guard them. Unless you act swiftly and aim with precision, you might unwittingly sacrifice a Tribal.

A LITTLE HELP FROM YOUR FRIENDS

Keeping in classic Rare form, Jet Force Gemini introduces a slew of offbeat characters who'll either offer you help or request your assistance. Juno, Vela and Lupus will need special keys and items like crowbars to reach other areas, and the local allies will usually have what you're looking for. And as can be expected from Rare, many of the supporting players will also supply some laughs, since many of the characters, like Gimlet the pantsless hippie, have been given witty lines to deliver and have to be bailed out of wild situations.



Magnus is the Federation Ambassador to Goldwood, and he'll surface occasionally to offer the team guidance.



With his business in jeopardy, Fishface, of the Amazing Mining Mole Bros., wants you to free the enslaved Tribals so he can take up their workload.

While Gimlet was slacking off, a Drone stole his pants. Nonplussed by his pantsless predicament, Gimlet sends you on a side quest that promises you a reward if you retrieve his trousers.



When you find one of his terminals that litter the various worlds, you can summon Diamond Geezer, a Mercenary who can restore your health or replenish your ammo if you've scrounged up enough money.



INTERGALACTIC PLANETARY

Jet Force Gemini boasts 15 worlds stuffed with subregions that run the gamut of environments. From spaceship interiors and military bases to flooded ruins and sand dunes, the worlds share one common trait: Drones aplenty will be lurking in nooks and crannies to ambush you. If you survive your journey through the region, you'll find your shuttle docked at the landing site on the opposite end of the world. Board it to blast off to your next destination.

Levels: 15 worlds

Environment: Changing weather and varying terrain

Game Flow: The characters have their own sets of worlds to explore before they can cross paths and explore all of the worlds.



Your first destination is Goldwood, the lush forest home of the Tribals.



Falling victim to King Jeff's misused magic, the enchanting landscape of the planet Tawfret suffers a cursed revamping to become an eerie swampland inhabited by spellbound, zombified Drones.



The worlds feature racing levels and puzzle elements. Here you must create a bridge with the floating platforms in the Ichor Military Base.

ARMED TO THE TEETH

As in any shooter, a diverse arsenal will keep things exciting (as well as exploding), and Rare has loaded JFG with a bevy of weapons that will make exterminating bugs both a creative and messy endeavor. Since so many enemies charge you at once, the game also sports an auto aim feature that will target your weapon at the nearest threat. Oftentimes, the biggest threat may be the farthest away (like the sneaky Sniper Drones that hide out in high up stations), so you'll have the freedom to override your auto-aim with the manual aiming feature.

Weapons: Light, medium and heavy

Aiming: Automatic and manual

Ammo: Ammo is limited, but you can find refills or snag them from enemies you defeat.



Some doors will open if you can pelt the target lock quickly enough with your firepower. A Machine Gun or even the mighty Tri-Rocket Launcher will help you make your entrance.



When you manually aim your weapon, your character will become transparent and the camera will zoom behind your character's head as the crosshairs appear on screen.



Bug zappers have come long way. With the Shocker, you can fry Mizar's army ants with an electrified jolt zapped out by its dual lightning bolts.

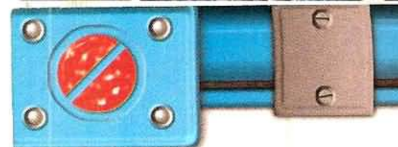


Superior to their ancient cousin, the throwing star, Jet Force Gemini's Shurikens have heat-seeking, homing properties.



For an intimate glimpse at your enemy, arm the Sniper Rifle that will allow you to zoom in on your opponent with its 10-power magnification scope.





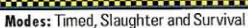
MULTIPLAYER MODES

Jet Force Gemini promises to be a game that you'll keep coming back to, not only since Story Mode requires hours upon hours of dedication, but because of its multiplayer offerings. With a focus on blasting things, JFG serves up the traditional Battle Mode plus Target Practice and even a Racing competition.

Multiplayer Offerings: Three Multiplayer Modes for two to four players
Characters: Play as Juno, Vela, Lupus or any of the hidden characters
Setup: Keeps a running total of Battle, Target Practice and Racing wins to determine a multi-player champion

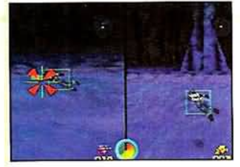
BATTLE

What helped, in part, make GoldenEye 007 so popular was its Battle Mode, and Jet Force Gemini fires off a similar brand of multiplayer mayhem. In JFG, Battle Mode includes Timed, Slaughter and Survival competitions set in variations of Story Mode environments.



Modes: Timed, Slaughter and Survival
Arenas: At least eight
Scenarios: Light, Medium and Heavy Weapons



RACING

With so many racing games out there, it hardly seems like a stretch that a shooter would include some high speed competition. During a side mission in Story Mode, your character will take on the appearance of an ant to infiltrate Mizar's ranks. Once in bug form, you'll compete in a hovercraft racing competition, which you can also speed through in Multiplayer Mode.

Modes: Laps and Timed scenarios
Pickups: Oil, Boosts and Bombs
View: Bird's-eye and behind-the-vehicle






TARGET PRACTICE

In a Multiplayer Mode that isn't in the split-screen format, Target Practice puts players on rails in a first-person-perspective sharpshooting contest. As the camera rolls across the terrain, pop-up targets resembling Drones will spring into view, and it's up to you to move your crosshairs over one of the bugs to blast it before it moves off screen.



A CALL TO ARMS

Nintendo is tentatively scheduled to release Rare's sci-fi shoot-'em-up late this month, when Nintendo Power's official Jet Force Gemini Player's Guide will be hitting shelves. Strategic coverage will also appear in upcoming issues of NP, and since Rare is packing a lot of game play into its 256-Megabit cartridge, you'll need all the help you can get.





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All-Star Codes

The bases are loaded with codes this month as Acclaim's All-Star Baseball 2000 comes up to bat with a threesome of secret cheats. To activate them, slide into the Enter Cheats section of the game, then type in one of the code words listed below. After entering the code, hit the Start Button. A short sentence describing the code will appear at the bottom of the screen if you've successfully activated the cheat.

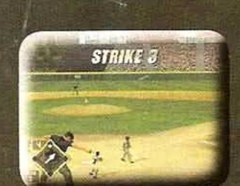
FLYAWAY

With the FLYAWAY cheat, players who are out won't hang their heads in shame as they return to the dugout. Instead, they'll take to the air and flap their arms as they proudly fly back to the coop.



TOMTHUMB

For Little League baseball in the truest sense—enter TOMTHUMB as your Cheat Code. Shrinking players smaller than a stadium hot dog, the code leaves the umpires at regular size, so you'd better not risk arguing their calls.



WLDWLDWST

No, it's not a Will Smith code—it's only the Ball Trail Mode. Just like in the Wild West, fast-moving objects will leave behind a trail of smoke. To blaze just such a path, enter WLDWLDWST as your Cheat Code.



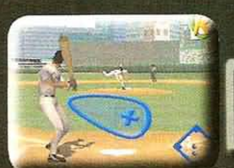
KEN GRIFFEY JR.'S Slugfest

Flat Cats and Fat Bats

In the second of this month's doubleheader of baseball game codes, Slugfest steps up to the plate with a few tricks in its mitt. When batting as Griffey, press the Control Pad Left, Left, Right, Right, Right, Left, then Left before the pitch. Junior will then point his bat at the bleachers, and as long as you hit the ball, you'll hit it right out of the park for an instant homer. For another showy display, press Z for the Stadium Fly-through on the Stadium Select Menu. As you're previewing the ballpark, press the Z Button and R Button simultaneously to begin a fireworks display at home plate. And there are always the Create-a-Player codes. In last month's issue, we debuted a few of them, and this month, we call a couple more out of the dugout. To enter them, select Create-a-Player, then enter "CODE" as your player's first name. For the last name, type in one of the code words listed below.

PHATTBATT

After naming your Create-a-Player creation "CODE PHATTBATT," begin a game to witness the swelling effects the code has had on the players' Louisville Sluggers.



STEAMROLLED

Someone feed those players a little more peanuts and Cracker Jack! By entering "STEAMROLLED" as the last name for your player named "CODE," you'll enable paper-thin players.



Lode Runner 3-D

Secret Hub

If you think you've found all the gold in Infogrames's Lode Runner 3-D, the Secret Hub will give you some new prospects. While playing a level, pause the game, then press and hold Z while entering the following Controller sequence: bottom C, L, R, L, R, L, R, L, R, L and R. "Enter Secret Worlds!" will then appear on your Pause Menu, and if you select the option, you'll rocket to the Secret Hub.



After you've entered the Controller sequence, select the Enter Secret Worlds! Option.



Inside the Secret Hub, you'll find two new worlds to explore and mine for gold.

Vigilante 8

Keep on Truckin'

Inspired by the pop culture of the '70s, Vigilante 8, like disco, makes a comeback. And it doesn't come back empty-handed either. If you're lookin' for some hot stuff, boogie-oogie-oogie to the Passcode Screen and punch in JTBT7CFD1LRMGW. By entering the cheat, you'll be able to use all of the game's outta-sight levels and cars. And that's the way (uh-huh, uh-huh) we like it.



Select Options on the Main Menu, select Passcode, then enter JTBT7CFD1LRMGW.



Once you've entered the code, all of Vigilante 8's groovy levels and vehicles will be at your disposal.

Superman

This Looks like a Job for Superman

If only we were all men or women of steel, perhaps then we'd be tough enough to endure every level of Titus Software's Superman. But until we're blessed with X-ray vision, we'll have to settle for the Level Skip Cheat. On the Main Menu, hit top C, bottom C, left C, then right C. Start a game, pause it, then press top C then bottom C to skip to the next area.



Enter the code while on the Main Menu. Supe will speak if you've entered it correctly.



After leaving the Save Game screen, you'll enter the next level.

Donkey Kong Land III

A Barrel of Codes

It's been almost two years, and a few simian secrets for Donkey Kong Land 3 finally have surfaced. For unlimited lives, go to the Main Title Screen (where it displays "Press Start"), then press Down, Down, Up, Left, then Right. To play a free round of the card matching game, go to the Main Title Screen and tap Up, Up, Down, Left, then Right.



Enter the Control Pad sequences on the screen that displays "Press Start."



Use the code to test your memory by playing the card game.

FIGHTING FORCE 64

Level Select
To unlock the Level Select feature, go to the Main Menu, then press and hold the L Button, Z Button, top C Button and bottom C Button. After a second or two, you'll hear a bang and the Character Select screen will appear. Tap the left C or right C Button to scroll through the different levels.



Use the left C and right C to change the level name at the top of the screen.


As an added bonus, the Level Select Mode will also give you invincibility.

STAR WARS EPISODE I RACER

Verbal Assaults
Every *Star Wars* fan knows there's a Bantha load of ill will fueling the Podrace drivers. To witness the racers taunting one another in the pits, press and hold the Z Button while selecting Start Race. In the cinema scene you unlock, your character and the Track Favorite will exchange insults.


To see your character taunt the Track Favorite, press and hold Z while starting a race.


"You're headed for a burnout, pally!" Leave it to Ratts Tyerell to sling the zingers.



Beyond the Anthill
Is living the life of a bug turning out to be a pain in the thorax? Thanks to the Level Select Cheat in A Bug's Life, you'll be able to alleviate those troubles by flicking Flik ahead in the game. On the Mode Select Menu, go to Anthill, then press the top C Button and R Button simultaneously. By tapping the two at the same time, you'll cause an arrow to appear in the lower-right corner of the screen, indicating that you can scroll to the right to enter additional areas.



Highlight Anthill, then press the top C Button and R Button at the same time.



Once the arrow appears in the right corner, scroll right to access other levels.



Noobus and the Cheat Menu
The monsters just keep coming out of the woodwork. For the past few months, we've been feeding you Rampage codes that unlock hidden characters. Yet another beast rears its ugly head this month via the SRY3D password. And by entering BVGGY as your password, you'll activate the Cheats in the Options Menu. Once you've unlocked them, you'll be able to madly doctor with the Level Select feature and the number of lives you have. Dr. Frankenstein would be proud.


Use SRY3D as your password to unlock the well-balanced monster, Noobus.



With BVGGY as your password, you can enter any level using the Cheat Menu.

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Big Boss Codes

Boss has unloaded an avalanche of codes for Twisted Edge Extreme Snowboarding, so head to the Options Menu to plow through them. Select the Sound Option, then change the settings according to the chart below. The numbers in the volume columns indicate how many notches you should turn up the sound. Once you've made the changes, highlight SFX VOL, then press the buttons listed.



Highlight SFX VOL after making the adjustments, then press all of the buttons that are listed for the cheat simultaneously. If you've entered the code correctly, you'll hear a confirmation sound.



In addition to the Cheats, you can unlock the secret Top Gear Rally snowboard by simply having Top Gear Rally data saved onto your Controller Pak. When Twisted Edge detects the data, it will unlock the board.

CHEAT	SPEECH	MUSIC VOL.	SFX VOL.	MUSIC TEST	BUTTONS (press at the same time)
Art Boards	ON	5	1	3	left C + top C
BOSS Board	OFF	6	3	4	top C
Midway Board	ON	8	4	5	left C
All Players	OFF	4	1	2	right C + bottom C
Little Bob	ON	7	7	5	L
Naked Dude	OFF	6	4	6	left C + right C + R
Easy Tracks	ON	7	2	6	L
Normal Tracks	OFF	3	5	6	R
Hard Tracks	ON	5	2	4	Z
Mirror Tracks	ON	7	6	6	L + R
Long Credits	OFF	2	2	3	top C + Z
Stunt Credits	ON	1	3	7	bottom C + Z
Night Mode	ON	2	8	5	top C + Z
Midway Mode	ON	2	4	3	Z + L
Board Only	OFF	7	5	2	bottom C + Z
No Board	ON	0	8	4	top C + left C + right C
Ant	ON	1	6	1	right C + Z
Grow	OFF	8	7	5	left C + Z
Light	OFF	5	1	6	top C + left C + L
Canada	ON	4	0	7	top C + left C + Z
Ghost 1	ON	4	6	5	L + R
Ghost 2	OFF	0	8	3	top C + bottom C + R
Replay Cycle Ghost	ON	8	8	7	bottom C + L + R
Helium	OFF	0	7	1	left C + top C + bottom C

If you have a trick, password or code for our Classified Information files, drop us a line at the address to the right or send e-mail to classified@nintendo.com. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

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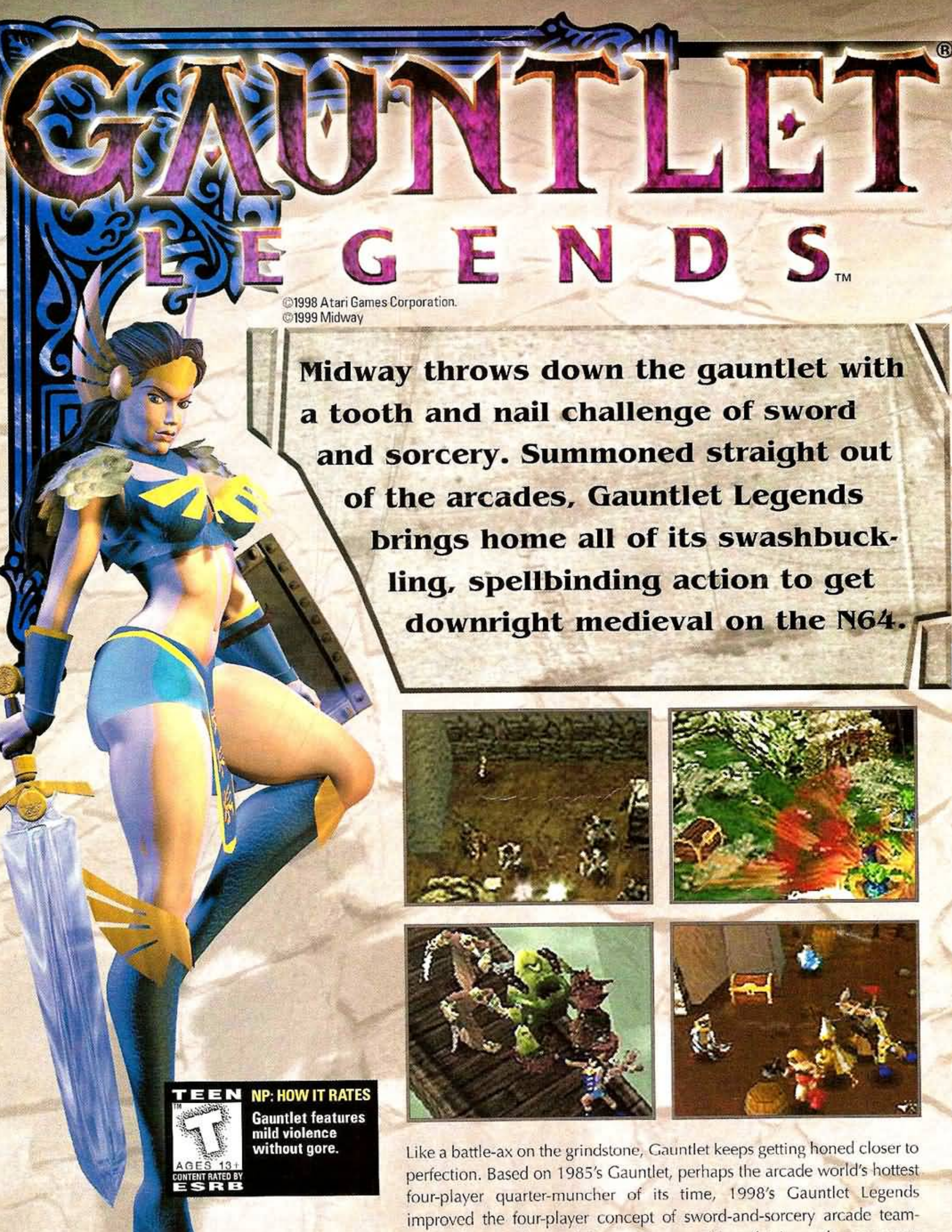
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- EGM

GRAND PRIX™



GAUNTLET LEGENDS™

Midway throws down the gauntlet with a tooth and nail challenge of sword and sorcery. Summoned straight out of the arcades, Gauntlet Legends brings home all of its swashbuckling, spellbinding action to get downright medieval on the N64.



NP: HOW IT RATES
Gauntlet features mild violence without gore.

Like a battle-ax on the grindstone, Gauntlet keeps getting honed closer to perfection. Based on 1985's Gauntlet, perhaps the arcade world's hottest four-player quarter-muncher of its time, 1998's Gauntlet Legends improved the four-player concept of sword-and-sorcery arcade teamwork. This month, Atari Games improves Gauntlet Legends even more and conjures up two new worlds for Midway's N64 version of the game.

CHARACTERS

To flush out the demons that have invaded the once peaceful Gauntlet Realm, you can undertake the adventure as one of four main types of character, each suited to a different style of fighting.

Wizard

If you prefer using spells over brute force, the Wizard is your cauldron of tea. Sporting the weakest armor, he's the strongest at pushing magic to its fullest.

His Magic Spells Doom



The Wizard makes the most out of magic, exploiting it to its most devastating potential. While other characters can also cast spells, only the learned Wizard can unleash all of the supernatural's superpowers.

Turbo Attacks





The multicolored bar above each character's status box determines the strength of that hero's Turbo Attack. When the Wizard's meter is partially charged to yellow, he can hail his Rock Shower, and, at full power, he can unleash the Demon Skull.

Valkyrie

Each character specializes in strength, speed, armor or magic. The Valkyrie's strong suit is her armor, making her the toughest of all heroes.

Well-Rounded for Rookies



The Valkyrie specializes in the armor department, but unlike the other characters, she isn't lacking in the categories that are outside her specialty. Boasting sufficient strength, speed and magic, the Valkyrie is well balanced and perfect for beginners.

Turbo Attacks





When enemies close in on the Valkyrie from all sides, execute her Turbo Attack while her meter is yellow to whip out the spin attack. For a long-range, directed Turbo Attack, wait until her meter is red before pressing Turbo (Z) and Attack (A).

Warrior

A barbaric prince, the Warrior flexes plenty of muscle in the strength category but proves to be a weakling when it comes to his sorely lacking magic skills.

Strong-Arming the Competition



The Warrior is the most efficient and effective fighter, able to mow through hordes of enemies with little difficulty. Best suited to fight on the front lines in a multiplayer game, the Warrior should leave magic to the experts.

Turbo Attacks





The Warrior can wield his Fire Arc to wipe out enemies in his immediate vicinity when his Turbo Meter is yellow. When it's red, he can aim a more focused attack that will plow straight through everything to the edge of the screen.

Archer

Hailing from the forest, the swift Archer is almost as fast as the arrows she shoots. Blessed with great speed, she travels and launches attacks quickly.

Fast and On-Target



Since she moves so swiftly, the Archer will best use her prowess if she rushes past the crowds of demons and heads straight to the monster generators, where she can nip the enemy onslaught in the bud as quickly as possible.

Turbo Attacks





Though the other characters' yellow Turbo Attacks affect enemies within a limited radius, the Archer's version, the Double Bow, targets a wide scope of foes in front of her. Her red attack, the BFG, works similarly but with a greater range.

UNLOCKING SECRET CHARACTERS

Not limited to human and elfin characters, Gauntlet Legends also includes hidden heroes like the half-man, half-bull character, the Minotaur, and the half-woman, half-tiger hybrid, the Tigress. To unlock them, explore the special doorway hidden in one level of every world.

Bonus Levels and Secret Characters






Doorways emblazoned with a special symbol lead to bonus levels, where you'll have the chance to unlock one of the four hidden characters. Once inside, race against the clock to collect as many coins as you can. If you rake in enough riches, you'll earn access to a hidden character.

BASIC TECHNIQUES

The monster generators can churn out infinite troops of demons, but with the right strategies, you can put a stop to them.

Turbo-charged Action





To fend off foes from all sides, perform your Turbo Attack when it is filled up to the yellow bar. If you're trying to fight your way to a monster generator, wait for your meter to reach the red, then aim your Turbo Attack at the generator. You can also plow through enemies by charging ahead while pressing and holding Z.

Near Death Experiences



The grim reaper hides in barrels and chests, and if you end up releasing Death, fend him off with magic. If you know that a barrel or chest contains Death, use magic on it before opening it to transform Death into life-replenishing food.

Magic Potions




By attacking with magic, you can wipe out a large area of enemies. By throwing magic, you can reach enemies that your normal weapon can't. Toss magic potions over walls and fences where enemies have gathered to make it safe for you to enter.

Hidden Switches and Breakable Walls




Take a few swipes at discolored walls to destroy them since many conceal hidden switches that activate doorways. One of the trickiest breakable walls to find is the block on the right side of the bridge in the Town Farmlands.

Items with Limited Ammo



Some items you find have limited ammo, so conserve your shots until you reach an area where you can unleash your wrath on plenty of enemies.

Items with Time Limits



If you pick up an item that has a timed supply of power and would rather save it for an emergency, use the C Buttons to highlight it on your inventory display, then tap the R Button to disable the item.

Character Building



You can buy items at the store only when you're between levels. Shop for items such as strength, speed, armor and magic so you can boost your character's weaknesses and develop your hero into a well-rounded fighter like the Valkyrie.

Replaying Levels for Money and Items




To earn some easy money and to collect extra items, scour the countrysides of levels that you've already completed. You can replay any level, and as long as you leave through the exit portal, you'll be able to keep whatever you've found in the area.

LOCATE THE OBELISKS

Hidden in every world are Obelisks, each of which will turn to gold with a touch of your hand. Once you've turned all of a world's Obelisks into gold, you'll unleash magic that will enable you to enter another one of the game's locked worlds.

Obelisks Unlock the Next World





To unlock new worlds, find and touch the Obelisks hidden in every world. The final level in every world is a boss level, but save all of them for last. Since each world contains a special weapon that can easily defeat one of the bosses, find all of the weapons before venturing into any of the boss levels.

MOUNTAIN

In the beginning, the only world you can enter is the Mountain, a region that stands tall with demons, suicide bombers, and three Rune Stones in its shadow.

I Mountain Valley



Cross the wooden bridge to the right of your starting point. Destroy the two monster generators on the other side, then touch the switch-activated Obelisk that sits between the end of the bridge and the stairway.

II Mountain Peak





The Obelisk stands near the stone idol and a barrel containing Death. Farther uphill, enter the gate that has a monster generator directly behind it and bash the nearby cliffside wall to find a Rune Stone.

III Mountain Cliff



Enter the gate by your starting point, then head uphill where the third Obelisk stands. When you reach it, destroy the monster generators and the demons near the monolith by shooting over the barriers instead of entering the gates.

IV Mountain Cave



After you've tripped the switch that raises the island where the Rune Stone is stranded, you'll be able to nab the tablet by continuing along the route that leads past the yellow exit portal.

V Mountain Cavern



Near the switch-activated elevator platform, destroy the light-colored portion of the cliff wall to trip another switch that will help you reach the Rune Stone guarded by a boss enemy to the right.

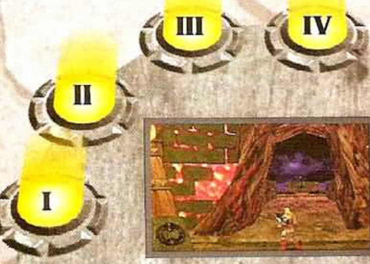
VI Mountain Dragon



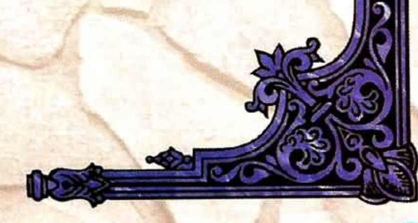




The final level of every world is a boss, and at the end of your Mountain expedition, you'll battle the fire-breathing Dragon. To defeat it quickly, head to the Town Spire in the second world. The last stretch of the area ends with an uphill tower climb, and hidden in the spire is the Ice Axe of Untar, the one weapon that will slay the dragon in a single move.







COLLECT THE RUNE STONES

Twelve Rune Stones protected the Gauntlet Realm from the demon Skorne, but after a wizard found a thirteenth stone, Skorne was able to escape. To confront him, find the 12 hidden Runes.

Rune Stones Lead to Skorne





Strewn about the worlds are 12 Rune Stones. Most are hidden or are hard to reach, so look for switches that may reveal, or conspicuous surfaces that may conceal, a Rune Stone. If you collect one and manage to reach the end of the level, you'll be able to deliver the Rune to the wizard.

TOWN

Aside from its pastoral landscapes, the Town is anything but peaceful. Demons wielding pitchforks populate the Town, and it holds two Obelisks that will unlock the Castle world.

I Town Farmlands



Destroy the stump near your starting point to lower the gate that blocks the bridge. On the other shore, explore the dilapidated house foundation to the right. Inside, among the maggots, you'll find the first Obelisk.

II Town Cemetery





Search all crypts, since behind one of their doors rests a Rune Stone. Adjacent to the final crypt in the area is the second Obelisk, and once you touch it, you'll unlock the third world, the Valkyrie's Castle.

III Town Spire



The Rune Stone will appear in the far-right corner behind the area's second circular, grate-covered well once you've tripped three switches. To find them, head up the nearby ramp and activate the switches on the castle wall.

IV Town Airship



A box conceals the Rune in a nook below the propeller on the deck. Scale the ropes to the crow's nest to trip the switches that will expose the Rune, then walk down the starboard gangplank and back up the rigging to walk atop the crates that lead to the Rune.

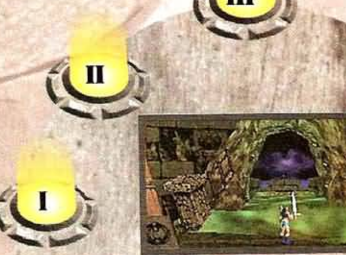
V The Plague





To cure the town of the wormlike Plague, battle it after you've found Marker's Javelin in the Mountain Cavern. Once you've tripped the switch down the path from the Cavern's elevator platform, ride the lift that will take you to the weapon that sits across a gap you've temporarily bridged.







GLASS SHARDS

For every boss you defeat, you'll earn one Glass Shard that will help restore the stained glass portal that leads to Skorne.

Defeat the Bosses to Win the Four Glass Shards





While you can defeat a boss by using your regular weapons, you can slay each beast in one move by finding the special weapon for that particular boss. You'll find the weapon in one of the three worlds that the particular boss doesn't preside over, and with a victory, you'll win a Glass Shard.



CASTLE

By uncovering the Town's two Obelisks, you'll unlock the Castle concealing the weapon to use to defeat the Ice Yeti.

I Castle Courtyard





Enter the first switch-activated gate, trip the switch by the generator, squeeze between the upright planks near the first hedge corridor, then blast the boulder to find the Rune. For the Obelisk, shoot the cracked wall on the rampart.

II Castle Dungeon





Climb the stairs by the start, then blast the window at the top of them to reveal the Rune. Trip a switch across the bridge to the right to reach the Rune, then continue heading right to find the Obelisk beyond another bridge.

III Castle Armory



After tripping the switches in the area and reaching the end of the level, return to the room where the sides of beef hang from chains. Above one of the square holes in the floor, the Rune Stone will appear.

IV Castle Treasury



Hit the switches in the pedestal room to lower the pillars and sideroom walls, then enter the teleport area you've unlocked. If you trip the switches in that new area, you'll lower the pedestal room's central pillar that holds the weapon you'll need to defeat the Yeti in the Ice world.









V Chimera





The Chimera presents a triple threat, since you must defeat each of its three heads. But if you've found the Scimitar of Rasha behind the waterfall in the fourth level of the Ice world—the Ice Fissure—conquering the Chimera will be one simple task rather than three difficult ones.

MULTIPLAYER GAUNTLET

True to its arcade counterpart, Gauntlet Legends boasts legendary cooperative adventuring. Since teamwork, not competitive game play, will help your party survive running the gauntlet of Skorne's legions, strategies change considerably in Multiplayer Mode. And in addition to new tactics, you'll also be better off using the N64 Expansion Pak, since it's required for three- and four-player exploration. Without it, only two-person multiplayer game play will be possible.

Allocating Items





Avoid picking up everything you see. Let the right characters nab the right items—save magic for the Wizards, food for the wounded and speed boosts for the slower characters.

Follow the Strongest



Position the strongest characters on the front lines. Warriors should lead, while Wizards should stay in back. Quick Archers should also bring up the rear, since they can easily rush to the front if needed.

Coordinate Turbo Attacks



Space each character's Turbo Attack apart so you're never left without a Turbo way out. When one character unleashes the Turbo, at least one other character's meter should be charged up to unleash a backup wave.

Chart Your Course



If one character is near the left side of the screen and the other characters are headed to the right, the expedition will come to a standstill. Choose a leader and press ahead only after everyone has caught up.

Collecting Keys



Keep track of who has keys so you can swiftly barge into locked areas. If a keyholder bites it, the character will leave behind a keyring so a surviving member can claim the keys and avoid getting locked out.



While our coverage of Gauntlet Legends ends here, you won't have to explore the uncharted worlds alone. Grab a friend or two or three (and an N64 Expansion Pak if you're adventuring with three or four players) to explore the realm as a team. Legend has it there's strength in numbers.

COUNSELORS' corner



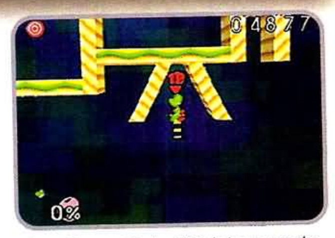
SUPER SMASH BROS.

HOW DO I FINISH YOSHI'S BONUS PRACTICE 1?

Most of the targets aren't too tough for Yoshi to reach. You can break the protected one by doing a Smash Attack through the wall, and there are a bunch of targets just sitting on the platform waiting to be shattered. You won't be able to reach three up above, however, and for these you'll have to double-jump as high as you can then press Up and B to toss an Egg. If you time it right, the blast will do the job.



Don't jump off the edge! Toss an Egg from the correct position or walk to the extreme edge and press Down and A to hit it with your tail.



Save this target for last. Climb down onto the moving platform, then fall off the side and jump up. Toss an Egg to break the target.

WHAT ARE SOME ADVANCED FIGHTING TACTICS?

The beauty of Super Smash Bros. is that it's easy to pick up for beginners, but it's also deceptively complex to master. Whooping on the CPU is all well and good, but when you're fighting your kung fu master pals, you'll need to learn some subtleties to survive. Doing combos is the best way to rack up damage, so learn to string together a couple of moves that complement one another. For example, charge opponents with Capt. Falcon, and press R to do a running grab. Press R again to slam them into the air, then press Up and B to catch them in the air and send 'em flying!



After an aerial move, if you press Z right before you land, you'll recover much faster. Link's sword won't embed itself here.



Pressing Left or Right when holding Z will cue an emergency evade. You'll pop up pointing the opposite direction, ready to fight!



Learn to protect the edge. When your opponents try to jump back on, be ready for them and let fly as they draw near.

▶ SHADOWGATE 64



HOW DO I PUT OUT THE PURPLE FIRE IN THE CHIMNEY?

To put out the eerie flames, head back to the kitchen where you found the Oil. Open the barrel in the corner and use a drop of the Dragon Tears on the water inside. Then scoop up some of the mixture with the Mug and exit the kitchen. Head for the door directly across the hall and enter the Banquet Hall, where you can douse the enchanted fire with the Mug's contents.



If the fire doesn't go out, it means that there were no Dragon tears in the water.



Use the Star Crest on the revealed symbol to activate all of the machines in the tower.

? WHERE IS THE RING OF THE DEAD? ?

Lakmir's Tower is an extremely confusing place, and you'll be well rewarded if you can find your way to the inner sanctum. After navigating the Knight Maze, enter the first door on the left. Go to the tall part of the machine on the left and use the Crowbar on it. The machine will chew up the metal and spit out a brand new Crest Key for your collection. Next, cross the hall and take the Night Elixir off the shelf. If you walk onto the bed, you'll see a bowl on the dresser. Mix a little bit of Night Elixir and Liquid Sunset in this bowl to make the ceiling light up with a panorama of stars. Climb onto the chair and use the Crest Key on the remaining red light. You'll then be able to enter the door with the moon symbol and receive the Blue Ring and the Ring of the Dead.



If you don't want to part with your Crowbar, you can also use the Nail on the machine.

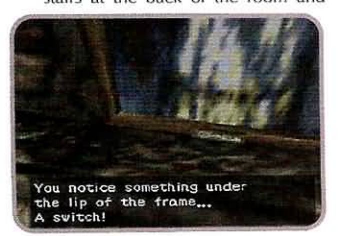


When you're wearing the Ring of the Dead, no living person will be able to understand you.

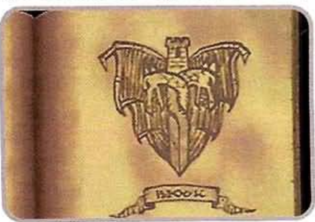
? HOW DO I PUT TOGETHER THE CREST PUZZLE? ?



Just finding the Crest Puzzle is hard enough, let alone solving it! After entering the Trials Tower, go up the stairs at the back of the room and approach the fourth painting on the left. Check out the bottom of the painting to trip a switch that opens a secret door. Go right and take the Fragments of a Crest, then head for the other end of the room and press A to begin the Crest Puzzle. Moving one piece left, one right, one left and another right should finish the job.



Hold Z to crouch and then press A to take a closer look at the bottom of the painting. What's this? A secret switch!



Track down an ancient tome called the House of Dreslin if you'd like to see a picture of the completed Crest.



A piece here, a piece there and you're done. Lean back, admire your handiwork and enjoy the fruits of your labor.

▶THE LEGEND OF ZELDA: OCARINA OF TIME



HOW DO I REACH THE PLATFORM ABOVE ZORA'S FOUNTAIN?

You might have noticed this platform high above Zora's Fountain before. To get to it, you need to have received the Silver Gauntlets in the Spirit Temple. Once you have them equipped, pick up the gray stone that lies right outside the Fairy Fountain where you got Farore's Wind. Drop into the hole, then climb up the incline and a short ladder to reach the platform above.



Use your Lens of Truth to spot these Skulltulas, then pick them off with arrows.



Besides offering a great view, this platform is also home to a Golden Skulltula at night.

? IS IT POSSIBLE TO WIN MALON'S HORSE CHALLENGE? ?

Possible? Yes. Easy? Not remotely. After you leave Ingo in the dust and escape with Epona, the farm will become a peaceful place once again. Ingo will learn a little humility, and Malon will find one more reason to think fond thoughts about you. She's rather impressed by the way you and Epona have quickly bonded, so she'll set out a timed challenge for you to beat. Fifty seconds is not a lot of time for two laps around the track, and unfortunately she'll catch you if you try sneaky tricks like skipping a couple of fences along the way. The only way to do it is with careful management of your carrots. For the sections with three jumps in succession, use a carrot before the first and before the third. If you run out of steam before a fence, you'll never make it.



Save your carrots for right before jumps or Epona will refuse to budge.



If you beat the time, Malon will hook you up with a cow in your house. Got milk?

? WHAT'S THE BEST WAY TO DEFEAT VOLVAGIA? ?

The notorious Goron-snacker does not take kindly to invaders, so be ready to beat the heat. When Volvagia emerges from the ground, hit it with the Hammer once to stun it, then again before it recovers. It'll go below, and when it emerges it will try to fly around and blow fire. An arrow to the head will cut off the fireworks display before it starts. If you avoid the falling rocks and keep playing Whack-a-Volvagia with your Hammer, you'll save the Gorons.



Whenever Volvagia sticks its ugly mug out of a fiery hole, give it a couple of Hammer shots.



If you're a sharpshooter, let fly with a couple of arrows when Volvagia tries to fly high.



You can just dodge the falling rubble, but you can also climb over the side until it stops.

CONKER'S POCKET TALES



HOW DO I REACH THE SECRET PRESENT NEAR MUSHROOM TOWN?

You'll need the Pickaxe if you want to open this gift. From the dirt patch below the fence around Conker's house, follow the path right to an intersection, then go down. Head right at the next intersection and down at the one after that, then follow the path to the water and cross to the other side. Follow the shore to the left, where the Pickaxe will crush a boulder blocking the present.



If you have the Pickaxe, this boulder will automatically be whacked out of the way.



The red Secret Presents increase your ranking, so try to find them all.

WHAT'S THE BEST WAY TO DEFEAT THE SWAMP FIEND?

The Swamp Fiend makes its home in a large, bubbling mud pit deep in the murky bog of Claw Swamp. You'll have to solve a total of eight puzzles along the path before you reach its lair, and once you do, the Fiend will quickly prove to be more than a handful. The corners of the pit are beyond the reach of the grasping hand, so use them wisely as you dodge the Fiend's attacks. Once it grabs at you and misses, press the A Button twice to stomp for all you're worth. After a couple of hits the slimy hand will duplicate itself, and eventually you'll have to take care of seven of them. Two hits are all it takes to send each hand packing, and your reward at the end of it all will be a Secret Key. If this is your first key, head to Mako Island to find the second. Once you have both Secret Keys, you'll be able to unlock the entrance to the Aztec Temple.



The Swamp Fiend has trouble grabbing you when you're wedged in the corners, so wait out its attacks from there.



The Fiend duplicates itself as you damage it, but once you've stomped your way through seven incarnations, it'll wave goodbye.





Q&A FAST FACTS

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

STAR WARS: EPISODE I: RACER

Q: Do upgrades affect all of my Podracers or just the one I'm using?

A: Upgrades will soup up all of the Podracers in your stable.

Q: I won the race but didn't get any money. What happened?

A: If you've placed previously in Tournament Mode, you can't rerace it to win more money.

MYSTICAL NINJA STARRING GOEMON

Q: How do I access higher areas?

A: Once you receive Sasuke's Flying spell you'll be able to soar up to those hard-to-reach spots.

Q: A thief stole my money! Is there any way to get it back?

A: Don't let him get away! Hit the thief with any weapon before he leaves the screen to get back your hard-earned cash.

DKC 2: DIDDY'S KONG QUEST

Q: What does the exclamation mark after each level name mean?

A: An exclamation mark indicates that you've found every Bonus Level on that level.

Q: What's the screen with Mario, Link and Yoshi for?

A: The hero screen shows how many DK Coins you've collected so far.

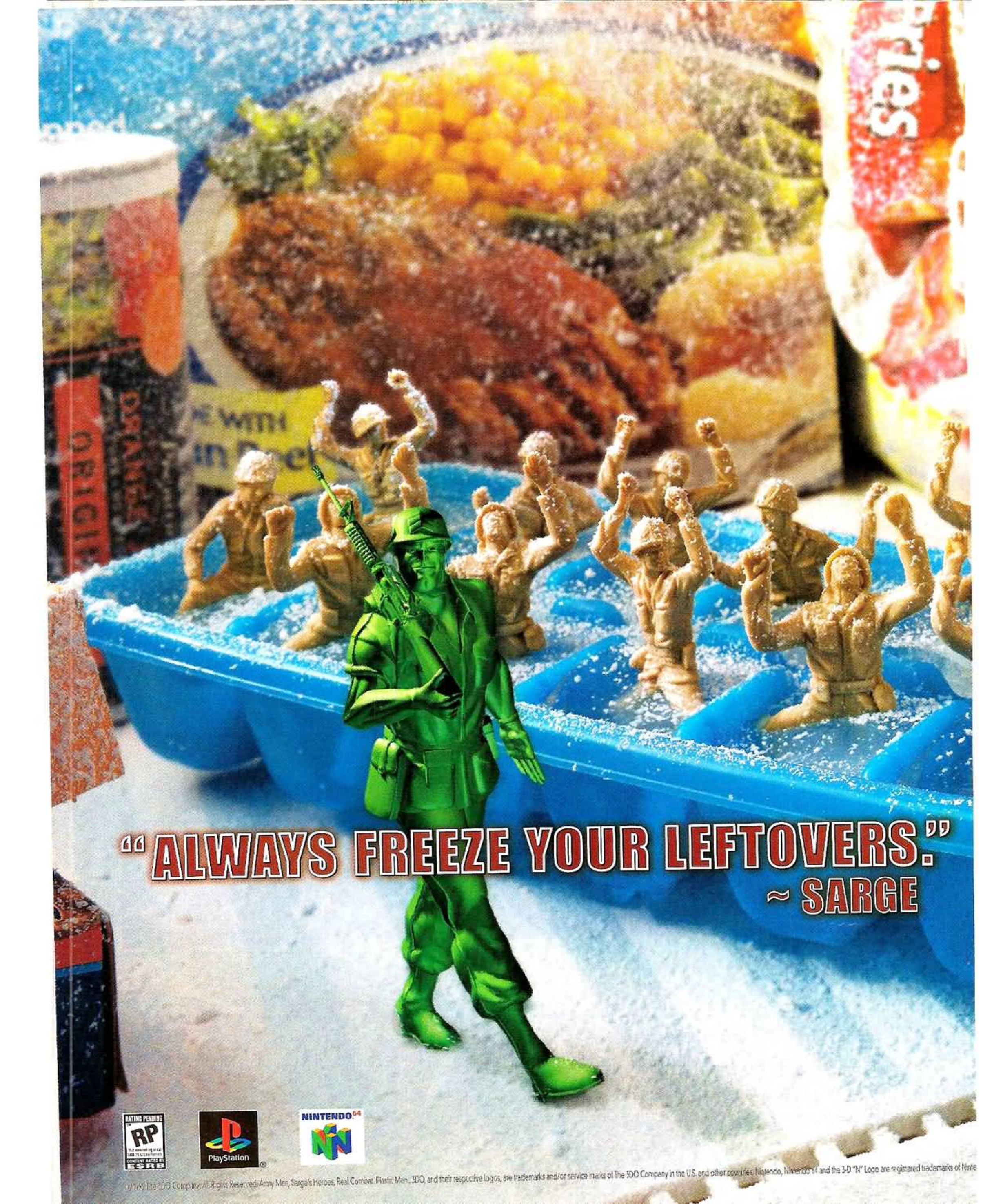
"...It's a Mess of Fun..."
- Nintendo Power

SUPER ED'S
RED HOT
TOMATOES
KETCHUP

It's Ed's mess and Ed's going to clean it up!

Ed's toxic goo turned the world crazy -- tomatoes are rioting, carrots are biting back, and Grögh the Hellish wants Ed's head. Help Ed right the wrongs in 12 wildly animated worlds -- insane puzzles, killer vegetables, dangerous dungeons, and more. All caused by Ed. It's the biggest trouble anyone's ever gotten into... or out of.



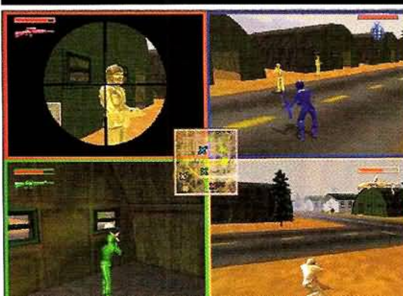

"ALWAYS FREEZE YOUR LEFTOVERS."
~ SARGE
RATING PENDING
RP
CONTENT RATED BY
ESRB
PlayStation
NINTENDO64
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RICE





HYBRID HEAVEN™

ハイブリッドヘブン

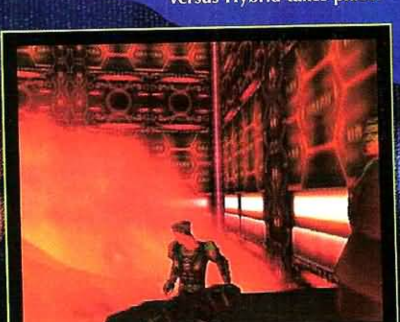
Will the Hybrids take Manhattan? Not if you follow the clone-clobbering tips in NP's Hybrid Heaven conclusion that maps out your fighting moves to the final showdown beneath New York.

Premillennium Tension

Days before the world's Y2K peace talks, alien-engineered clones are on the verge of replacing the U.S. president with a doppelgänger who'll help bring the synthetic humans called Hybrids to power. And while the clones begin to grow too human, complete with emotions like self-doubt, the Hybrids also carry feelings of anger—mostly directed at Johnny Slater. In part two of our Hybrid Heaven strategies, we follow Johnny to the end of Konami's four-player fighting RPG, where the final battle of human versus Hybrid takes place.











NP: HOW IT RATES

Hybrid Heaven features bloodless violence, mild language and a text-heavy story that may not be suitable for younger audiences.



Area 5: Underground Shelter Lowest Area

Entrusting the president with the peaceful Gargatuans, Johnny ventures out into the subterranean shelter to locate the Navigator, the sole alien who can pilot the starship away from earth and help unravel the Hybrids' plot to take over the planet.

Key

Life Station
Code Changer
Shield Generator
Energy Shield

Sector 5A



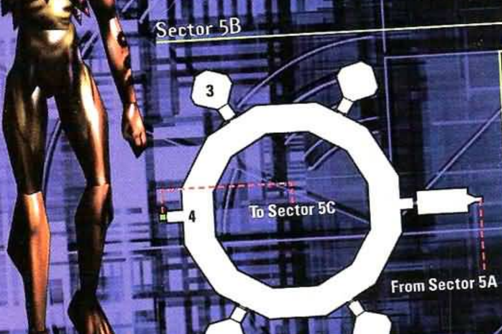


Once you leave the first two rooms, there's no going back through their one-way exits, so open all the containers you find to restock your inventory.



The bridge zigzags over a pool of lava. To avoid making a step in the wrong direction, reposition the camera every few paces by pressing R.

Sector 5B



LOCKED IN

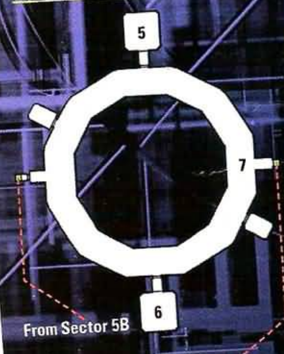
3

When you enter any of the rooms on the perimeter, bars will slide across the doorway to seal you into the chamber. Defeat the monster inside to win your exit.



Once you've won a battle in a locked arena, the room's pillar will spin around to reveal a switch. Approach it to disable a force field.

Sector 5C



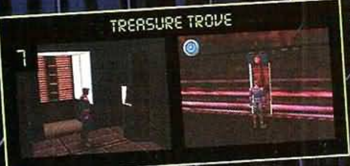
REAR ATTACK

5

Since the monster at point 5 can charge ahead a couple of steps at a time, you're safest attacking it from behind. Sneak up by circling around it when it recovers from one of your takedowns.



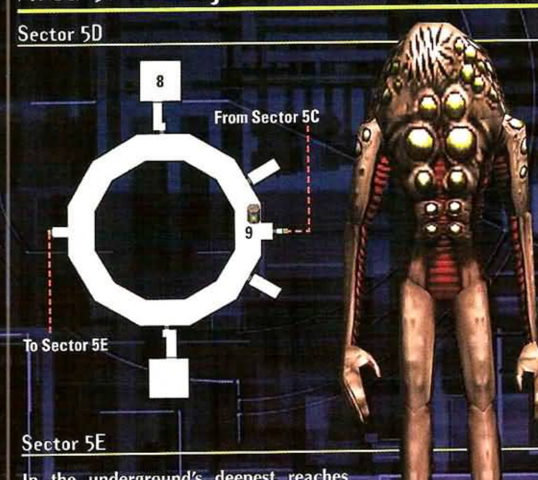
You can't exit a side room until you've defeated its resident monster, and not all beasts will immediately greet you. To lure the shier ones out, head for a corner of the room.



After you've disabled the force field, activate the switches on the columns that flank the once shielded doorway to unlock point 7. It contains an Ice Shot and Life Charger.

Area 5: Underground Shelter Lowest Area (cont.)

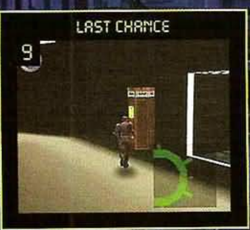
Sector 5D



OLD FOES

R MIDDLE KICK

Enemies that you've met earlier in the game will be just as weak as when you first encountered them, so don't waste time building up your Power Meter.



The Life Station is the last one in the level, so save your progress and refill your health since your next stop will be a showdown against four bosses.

Sector 5E

In the underground's deepest reaches glows the shelter's core, where the Navigator is imprisoned. Before you'll be able to infiltrate the central area to free him, you must first defeat the four guardians that surround the core.

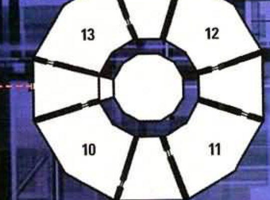
From Sector 5D



Since the ice creature uses limited-range attacks, step back when you're on the defensive, then close in or use the Fire Shot after its assault.



Though you can't see it, the invisible being will follow you as you retreat in a circular path. By taking two steps forward, you should be able to make contact.





In the aquatic lair of the water beast, your best defense is a guard rather than a step since the monster's projectile attacks are difficult to dodge.

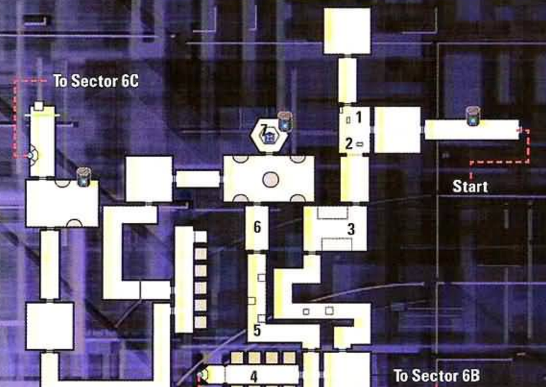


Sapping an enemy's power with a Defense Drainer is one of the wisest ways to begin a battle with a boss, especially the fire-breathing one at point 13.

Area 6: Bioweapon Factory

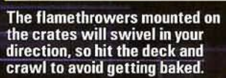
Sector 6A

With the Navigator freed, Johnny absorbs his life force and the two fuse into one as they begin a journey back to the Gargatuans' hideout to retake control of their ship and the situation.



UNDER FIRE





1 The flamethrowers mounted on the crates will swivel in your direction, so hit the deck and crawl to avoid getting baked.

CAUGHT IN A FIRETRAP



2 If you destroy the crate, you'll uncover a Life Charger, but you'll also enable a flamethrower to blast fire across your path.

AT YOUR FEET



3 The roving probes scurry across the floor to detonate at your feet. To defuse the explosive situation, hop onto a platform and take aim at the robotic sentries.

BOMBS BURSTING IN AIR



4 By crawling, you can evade the rocket launcher, and by hopping to your feet when you're in front of the turret, you can easily blast it and its missiles.

BEHIND THE BOXES



5 Renew your key at 9, then go to point 5 where probes lurk behind boxes. To destroy them, take aim from atop a box after destroying the single probe overhead.

VANISHING POINT



6 You can harm the disappearing enemy while it's visible. To put a quick end to its vanishing act, wipe it out permanently with the Ring Eraser.

COVERT OPERATIONS



7 Shoot the blue switch that hangs above the operating table, then give yourself some medical attention by entering the nearby Life Station to revitalize.

Sector 6B

To/From Sector 6A — 8 — 9 — 10

ELEVATOR ACTION



8 Ride the elevator near point 4. Two probes await your arrival at point 8, so before stepping away from the lift, pivot to either side to destroy them.

WALK ON THE LEFT



9 Walk on the left side of the hall, since a flamethrower is perched in an alcove to the right. Once you're out of its range, enter its lair for some items.

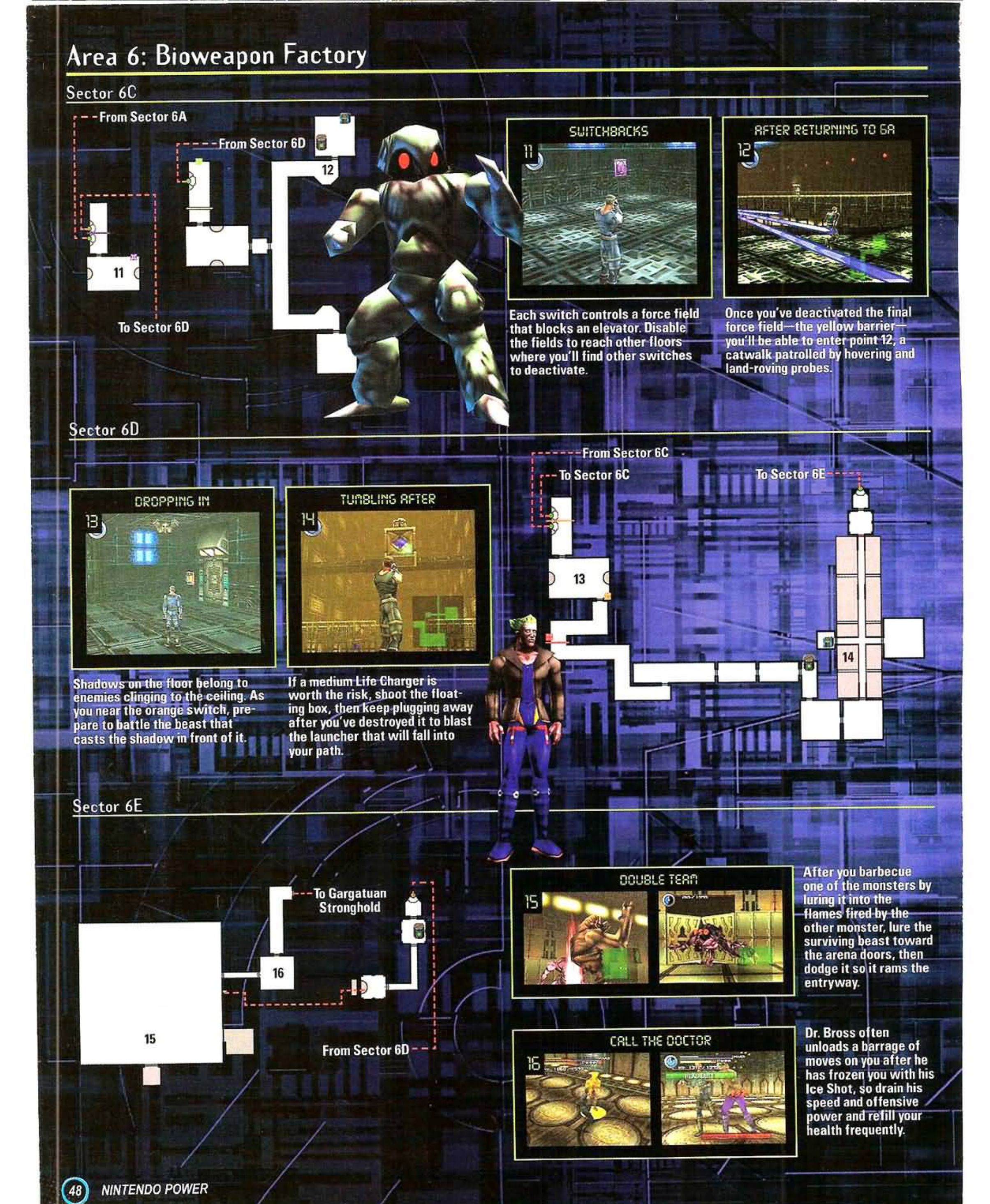
LOOKING FOR A FIGHT



10 Don't mistake that huddled mass for an item. The only thing at point 10 is an enemy, and unless you're feeling pugnacious, you're better off avoiding the area.



Area 6: Bioweapon Factory



Sector 6C

Switchbacks

Each switch controls a force field that blocks an elevator. Disable the fields to reach other floors where you'll find other switches to deactivate.

After Returning to 6A

Once you've deactivated the final force field—the yellow barrier—you'll be able to enter point 12, a catwalk patrolled by hovering and land-roving probes.

Sector 6D

Dropping In

Shadows on the floor belong to enemies clinging to the ceiling. As you near the orange switch, prepare to battle the beast that casts the shadow in front of it.

Tumbling After

If a medium Life Charger is worth the risk, shoot the floating box, then keep plugging away after you've destroyed it to blast the launcher that will fall into your path.

Sector 6E

Double Team

After you barbecue one of the monsters by luring it into the flames fired by the other monster, lure the surviving beast toward the arena doors, then dodge it so it rams the entryway.

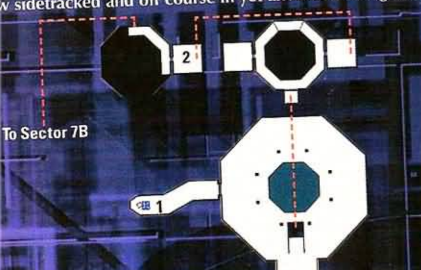
Call the Doctor

Dr. Bross often unloads a barrage of moves on you after he has frozen you with his Ice Shot, so drain his speed and offensive power and refill your health frequently.

Area 7: Clone Storage Facility 2

Sector 7A

Expecting to find Gargatuans, Johnny finds only a trap in the aliens' secret hideout. Barely escaping the snare set up by Diaz, Johnny is now sidetracked and off course in yet another cloning area.



THE BLUE SWITCH



As long as you stand in the rocket launcher's line of fire and shoot straight ahead, you'll be in position to destroy its missiles and the turret itself.

TAKE IT EASY



This far into the game, Johnny will be strong enough to defeat the Naos in a few moves, but drag out the bout since you can earn Life Chargers during the fight.

Sector 7B

STAY WHERE YOU ARE

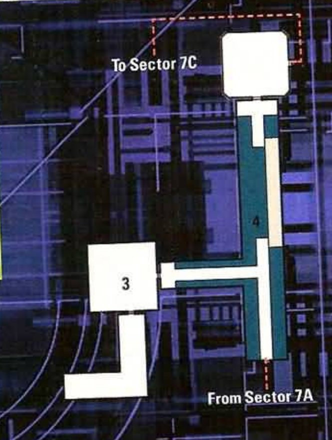


The mummylike beast at point 3 is slow to enter striking distance, so save your Stamina by staying put. Let your Power Meter gradually build strength.

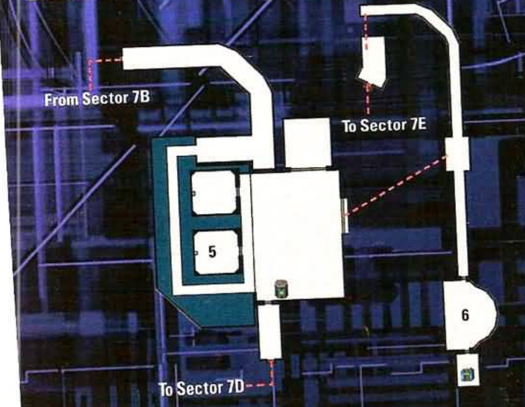
UPPER DECK



When you reach the gap in the catwalk, aim your defuser toward the ceiling to blast an overhead probe, then jump onto the upper ledge to your right.



Sector 7C



RELEASE THE PROBES

5

By approaching the terminal, you'll open a door in the Life Station area that will release a swarm of probes. Stay on the upper platform to stay out of their range.

BEHIND THE COUNTER



If your Power Meter is fairly full, retaliate with a Counter Move. Since your opponents often back away as you execute it, move toward your victims while countering.

Area 7: Clone Storage Facility 2

Sector 7D

From Sector 7C

7 8

STRENGTH IN NUMBERS

When the drones are clustered together, they'll keep you on the defensive. For the upper hand, run to the edge of the room to lure them out one at a time.

HOLISTIC HEALING

All Raiser items—Offense Raisers, Defense Raisers and Speed Raisers—permanently and positively affect your character, so use them once you get them.

Sector 7E

THE GLOWING SWITCH

Though it looks like no switch you've encountered so far, the blue glow near the force field will disable the blue shield once you walk up to it.

STAY ON TARGET

While a flame-spewing probe may blaze toward you at point 10, you should focus your firepower on blasting the exit door's target lock instead.

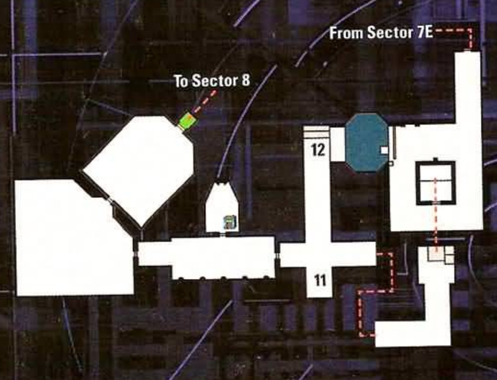
From Sector 7C

9

10

To Sector 7F

Sector 7F



RING OF FIRE



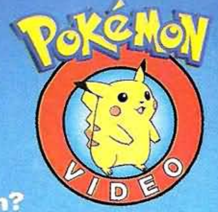
When you reach the hallway intersection at 11, wait for the flames to shoot across the corridor, destroy the nearby probe, then collect the Ring Eraser behind the bonfire.

INCH TO THE RIGHT



Instead of climbing onto the uppermost ledge, dangle from it and ease to the right end of the platform to evade the probes, then pull yourself up to retrieve a power-up.

Poké-Quiz!





1.Why should a trainer not evolve a Pokémon?
(From *Electric Shock Showdown* on *Pokémon - ThunderShock!*)

A - Some abilities and attacks must be learned before a Pokémon evolves
B - Evolved Pokémon eat more food
C - Evolved Pokémon must be recaptured by the trainer
D - All of the above.



2.Why should you never abuse your Magikarp?
(From *Pokémon Shipwreck* on *Pokémon - Seaside Pikachu*)

A - It's not nice
B - You might hurt yourself
C - It evolves into Gyrodos
D - All of the above.



3.Why should you buy Pokémon Video or DVD?

A - It has the complete Pokérap on every video
B - You get to watch Ash learn lots of cool Pokémon facts in every video
C - A cute but really powerful Pokémon defeats Team Rocket in almost every episode!
D - All of the above and free stuff too!
(Mini-comics, Pokémon Sweepstakes entry forms and more!)



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Poké-Friends



Thunder Shock!



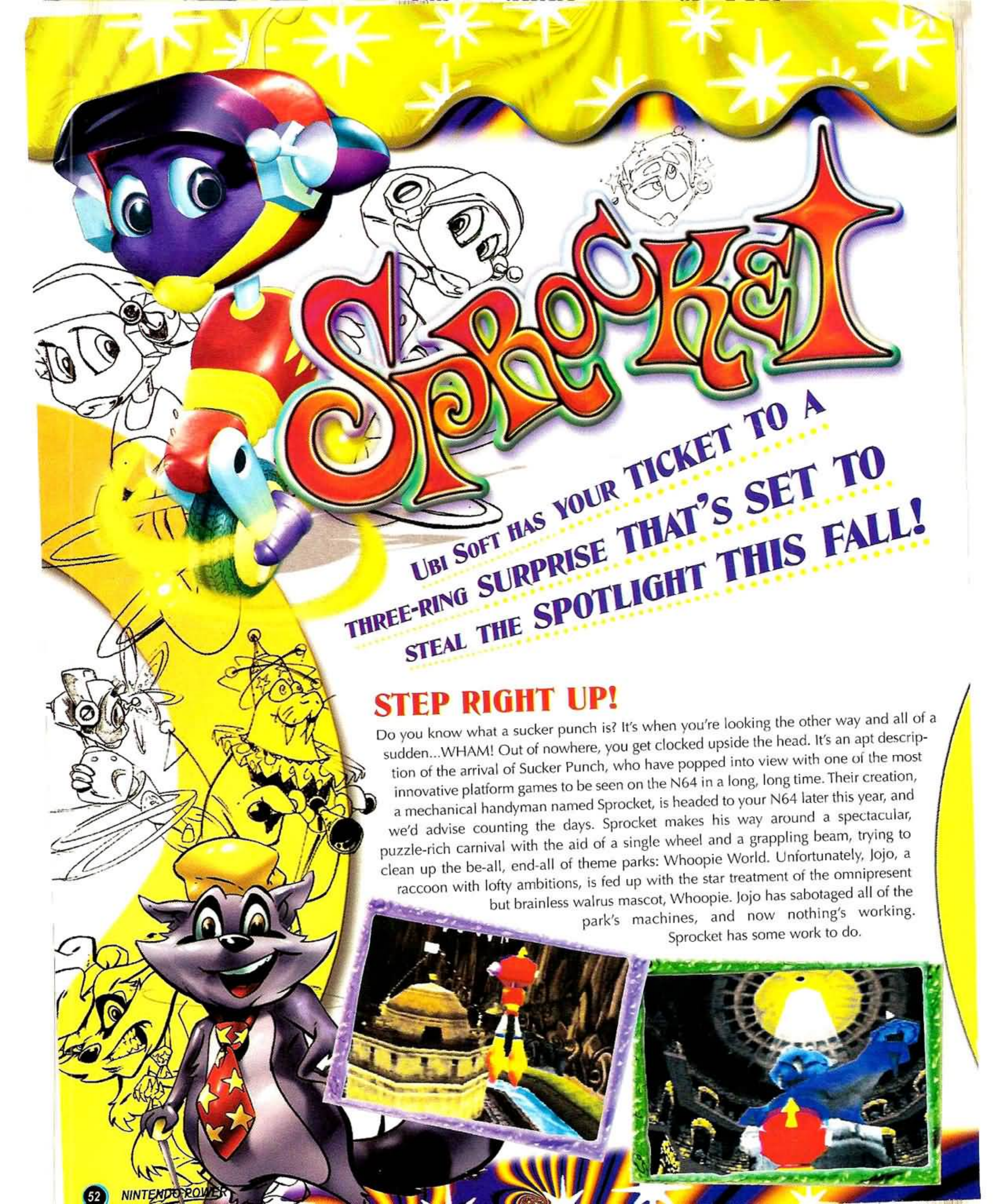
Seaside Pikachu



Psychic Surprise

Study to be a Pokémon Master anytime you like with Pokémon Videos!

ANSWERS 1:A 2:D 3:D



Sprocket

Ubi Soft has your ticket to a three-ring surprise that's set to steal the spotlight this fall!

STEP RIGHT UP!

Do you know what a sucker punch is? It's when you're looking the other way and all of a sudden...WHAM! Out of nowhere, you get clocked upside the head. It's an apt description of the arrival of Sucker Punch, who have popped into view with one of the most innovative platform games to be seen on the N64 in a long, long time. Their creation, a mechanical handyman named Sprocket, is headed to your N64 later this year, and we'd advise counting the days. Sprocket makes his way around a spectacular, puzzle-rich carnival with the aid of a single wheel and a grappling beam, trying to clean up the be-all, end-all of theme parks: Whoopie World. Unfortunately, Jojo, a raccoon with lofty ambitions, is fed up with the star treatment of the omnipresent but brainless walrus mascot, Whoopie. Jojo has sabotaged all of the park's machines, and now nothing's working. Sprocket has some work to do.

KNOW YOUR ROBOTIC JANITOR

Even if there were no puzzles to solve, you'd have a blast just exploring with this unicycling marvel. Here's a glimpse of what makes Sprocket tick (besides loose bolts).

Who Needs Arms?

Hands are useful, but after experiencing Sprocket you'll think they're overrated. Sprocket's tractor beam is mounted on the side of his head, and he can use it to latch on to anything within his personal space. Every object has weight—if it's light enough to pick up, he can carry it with him. If it's too heavy, Sprocket can tug all day and never budge it. Once he's carrying something, you can press Z to drop the object or press B to make a parabolic targeting system appear. Move the X around, then throw and watch the flawless physics engine take over.

Go ahead, throw it! Since the physics engine runs the entire game, items will fall, bounce, stack, topple and ricochet just as they would in the real world. Gravity, inertia and torque—all good things.



A Grapple a Day...

Of course, normal people use their limbs for more than just moving and playing toss. Sprocket can jump, but he can't very well jump up a knobby rock wall, can he? Luckily, he can also use his tractor beam to grab on to certain features of the environment, like hanging lamps, gearwheels and other protrusions. Once he grabs hold you can swing the robot back and forth, building up speed until you can jump to the next level. Sprocket will also learn cooler moves over the course of the game. The levels are liberally sprinkled with wrench icons, and if you collect enough of them another maintenance robot, Tinker, will upgrade you.

With a couple of twists and taps, Tinker expands Sprocket's potential. Over time you'll learn the Slam, the Double Jump, the Freeze Beam and more.

Circus Folk

You'll meet all sorts of characters on the midway, and not all of them are friendly. Many just impede your progress by blocking the way or stealing whatever you're carrying, but others are more aggressive. There are moles that jettison Sprocket, patrols that hand out electric jolts and massive metallic duplications of living creatures. You'll have to avoid some, freeze others and sometimes just run for your life.





AROUND THE MIDWAY

Between the visually stunning scenery and the immersive physics, it's easy to get distracted. Uh...ahem? Hello? There are puzzles to solve over here!

Win Valuable Prizes!

Every level is rife with collectibles, most of which are the wrenches that convince Tinker to give you an upgrade. Your main quest is to find 12 tickets on each level, and these are tougher to track down. You'll have to grapple up to high aeries to find some, while others will necessitate a more cerebral approach. Some puzzles, of course, will require you to hurl sheep against brambles to use as makeshift ladders.

You can earn some tickets as prizes for playing excellent sideshow minigames. This particular one requires you to chuck objects in former presidents' mouths. "Four score and seven years ago...mmmph!"

Sprocket's Wild Ride

Many of the puzzles are so innovative that you'll keep playing them long after you've earned your ticket. Take this roller coaster in Clowny Island. After collecting enough screws to build the roller coaster console, Sprocket's new mission is to design a ride that passes through certain points in order to win a prize. You can make it as loopy as you like, and once you've finished playing demented architect, you'll get to ride your creation. Other puzzles make you alter Sprocket himself. In the Paint Misbehavin' level, you have to dip him in paint pools to slip past an Imperial Guard. You can color us impressed.

You'll have to mix colors to get the right shades for your head and torso if you want to fool the guard. If you mess up, dunk in the clear pool to wash off.

If you're anything like us, you'll put both hands in the air while riding the coaster. Then again, we're pretty weird.



GET PLUGGED IN

Sometimes one wheel just isn't enough. There are plenty of faster ways to get around the various landscapes of Whoopie World, and Sprocket is compatible with each one.

Hotdogging

The first vehicle you'll plug Sprocket into is the DuneDog, a tricked-out hot dog cart that can catch huge air on the dunes surrounding Clowny Island. Like every vehicle in the game, the DuneDog will help you accomplish certain tasks (like racing a speedy popcorn cart), but you'll find that the fun doesn't stop when you receive your tickets. Sucker Punch has done something truly cool here: Instead of programming the DuneDog's animations separately, they just attached shocks and wheels and let the physics engine do the rest. The wheels spin, the cart moves, and serious fun ensues.

Graffiti Encouraged

It may be some years before current technology produces the equivalent of the HoverSplat for human use. It's unfortunate, because the commercial possibilities of a hovering cannon that paints huge areas at a time are endless. Once you find this technicolor dream machine, you'll be able to float around and use the world as your canvas. The HoverSplat is essential for solving a number of puzzles, and once you start painting the walls of the level to suit your personal tastes, it's tough to stop. Why not turn the level into a study in burnt sienna?

The Extreme Flume

There's a lot of beautifully rendered water in Whoopie World, and while there's no log ride or flume available, Sprocket can plug into a mechanical dolphin called the FinBot to get around wet areas. This ride can navigate waterways with the greatest of ease, and you'll need to breach high in the air to grab elusive items. Later on you'll also pilot vehicles like the BeamLift, the ShagFlyer, the SpiderRider and the GliderBike.

Because the physics engine is running the show, you'll have hours of fun seeing what you can get this thing to do. Getcha fresh hot dog, here!

Flipper, you look different. Sprocket will sink like a stone unless he hops into the cockpit of this prototypical porpoise.

We're pretty sure it's illegal to do this outside of video games, but for our dollar, nothing beats cruising around and painting a flock of sheep as a fun afternoon activity.



EMPLOYEES ONLY! DO NOT ENTER

Besides collecting tickets, Sprocket must also find machine parts on every level to attempt to get the park up and running again. If you can foil Jojo's sabotage plans by turning the enormous machines in each level back on, you'll gain access to parts of the park that were never meant to be seen by the crowds. In these off-limit areas you'll find wrenches, tickets and brand-new challenges. For instance, once you turn the gigantic mechanical dinosaur back on in Clowny Island, you'll be able to roll inside and clamber up on creaking gear-wheels and the supports of the giant endoskeleton. Up top you'll find a ticket and a breathtaking view.

Once you find all the pieces to this wacky pump, it'll fill some dry areas of the world with water and open a new part of the park.

THE ARCHITECTS OF WHOOPIE WORLD

Sprocket isn't the only one with backstage access. We got to meet the Sucker Punch ringmasters.

NP *Why did you design Sprocket for the N64?*

SP We wanted to emphasize great gameplay over long cinematic cut scenes, and the N64 excels at just that. It was also the only widely selling machine that had the computing power and graphics capability required to run Sprocket.

NP *How did you conceive of the main character?*

SP We knew from the beginning that Sprocket would have a single wheel. It seemed to work better with the physics engine than doing animated walk cycles. Ditto for his tractor beam.

NP *Tell us more about the physics of the game.*

SP The physics engine is awesome—it runs the entire game. It can simulate any polygonal solid, as well as spheres. It tracks everything that matters for Newtonian dynamics and uses water and airflow models. Since the engine knows about every object's underlying mass and accelerations, we can create extremely realistic and dynamic effects.

NP *What are your favorite theme parks?*

SP DisneyLand and DisneyWorld. We've tried to emulate their flavor in Sprocket—sure, there are puzzles to solve, but we want players to have fun just wandering around and playing with stuff.

THE SUCKER PUNCH TEAM


[ROAD]
[RASH]
[N64]
Coming Late September
ROAD RASH 64
TM
Diapers may be required
THQ
TEEN
T
AGES 13+
CONTENT RATED BY
ESRB
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NFL BLITZ 2000™

EVERYONE
E
CONTENT RATED BY
ESRB

OFFICIALLY LICENSED PRODUCT NFL

N64 SPORTS

PLAYERS INC

Ah, football season. Is there a more glorious time of year? Cherish these special days by chucking away the rule book and ruthlessly torching opponents in Midway's new and improved Blitz.

9 YARD PASS
2ND DOWN AND 21

MILLENNIAL MAYHEM!

If you never played the original Blitz, you may be staring at your screen and wondering why your field goal kicker looks like he could bench press a team of Clydesdales. Wake up, rookie! Blitz 2000, like its predecessor, is raw football stripped down to its core and rebuilt to be bigger and badder. When you play this game, you may want to wear pads. A lot of them.



BACK TO THE GRIDIRON

The all-star team at Midway has scored with this sequel. They've added all sorts of cool features while keeping all the central elements that made the original Blitz one of the most fun sports games of all time. Blitz 2000 is still simple to pick up right out of the box, but the improved gameplay will make you wonder how you lived without some of these new perks.

Catch Fire!



Complete three passes in a row to the same receiver or sack the quarterback twice consecutively to set your team on fire. While in this toasty state you'll pass faster, tackle harder and drag would-be tacklers all the way to the end zone.

Updated Rosters



The good news? All teams, including the Cleveland Browns and the Tennessee Titans, will have the most current rosters at your disposal. The bad news? The starting quarterback for the World Champion Denver Broncos is Bubby Brister.

Arcade Carnage



The classic arcade style is available as usual for up to four players at a time. You'll hit players so hard that their helmets will pop off, and the new arsenal of taunts and end zone dances will leave your opponents hurling their controllers in frustration.

Tournament Mode



You can also set up a playoff-style elimination tournament involving up to eight players. It's particularly fun to play this with a buddy on your side—playing as a team opens a whole new dimension to the game. It may also escalate the trash-talking level.

You can run complex patterns to get open then count on your pal to heave up a long bomb. An X appears where the pass will land, so dig for it! You can also call blocking plays that have you run ahead of your buddy and take out linebackers with spear tackles.

More Stadiums



Adding to the impressive list in the original Blitz, Blitz 2000 boasts five new stadiums for your sacking pleasure. Play on grass, or if you get a hankering to give your players rug burns, head out and line up on some astroturf for some artificial fun.

Check Your Head



Protect your bean with a helmet while on the field, because at the end of every game you'll be quizzed on your knowledge of football. Drawing on a reserve of 1,000 questions, this game will humble you in no time. Alex Trebek not included.

Go Pro



Go ahead. Tough it out for a whole season. Among other things, you'll deal with a brutal schedule, whipping winds that yank your field goal attempts wide, and driving rain that turns the field into a bog and stains your uniforms beyond recognition.

END ZONE OR BUST!

Don't worry—veterans will be able to pick up right where they left off with the original controls for running the offense. Blitz 2000 has been tweaked, though, and the results simultaneously simplify your offense and give you more options to fiddle with. From the amped-up playbook to receiver-mapping to the ability to call audibles, game options let you run your offense like a fine-tuned machine.

Break Right!



As a refresher, check out this tutorial for a textbook Sweep Right. On the Play Select Screen, move the cursor to the correct play. You can still press Up twice in the upper-left corner to make the cursor invisible. Your running back will line up deep behind the quarterback, then take off to the right as the ball is snapped. Your offensive line is stacked heavy to the right, and they'll tie up the defense as your QB pitches to the RB. A quick high hurdle by the runner (in this case the unparalleled Jamal Anderson) will put you in the end zone. React by performing a suitable victory boogie.

Game Time Decision





Audibles let you check out the defense and make adjustments so you don't get smoked. Before the game, set three plays as audibles. Then if you don't like the look of the D as you get to the line of scrimmage, hold bottom C and press Left, Up or Right to switch your play.

Missed Me!



The hit detection is more precise in Blitz 2000, so defenders have to make more direct hits. Use this to your advantage by jumping when they try to tackle you. If you see a linebacker diving at you, press Z (turbo) and B to hurdle over him. You can also stiff-arm with Z and A.

Laterals





When you're across the line of scrimmage you can lateral to a nearby player by pressing A, and you can also use laterals for flea flickers. Use a play where the running back hesitates behind the line of scrimmage, then whip the ball over to him as soon as it's snapped. Do a forward pass to catch the D off-guard.

Laser Tag



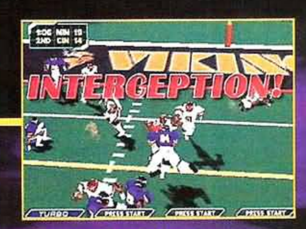
Using turbo and pass together will make you throw bullets. You can pick a receiver in the traditional Blitz manner with a direction and A, or use the top three C Buttons to quickly beam the pigskin to the left, right or center receiver.

HEAVY "D"

Your defensive mission is the same as always: to force-feed the offense generous helpings of turf. The biggest upgrade to the Blitz 2000 defensive strategy is the addition of three audibles to help you adjust to the offensive play-calling.

Incoming!





Once the ball goes airborne, do your best to beat it to the target area. If you're fast, you can either pop the intended receiver or press B to jump in the air to try to intercept the ball or to swat it to the ground. If you miss, though, you'll pay the price, as the receiver can waltz into the end zone.

Down in Front!



If you hold turbo when you tackle someone, you'll perform a Power Tackle. These can range from your standard pick-up-and-throw-down-like-a-sack-of-flour slams to the always popular heavily-muscled-forearm-to-the-throat clotheslines.

Be a Pushover



There are, of course, alternatives to attempting an interception. A far more reliable method of pass defense is shoving the receiver to the turf before he has a chance even to attempt to catch the ball. What pass interference?

Safety Blitz



Suicide blitzes leave you exposed to a quick pass, but the safety blitz lets you charge the passer while still defending against the deep threat. Your safeties will attack the QB from both corners, leaving him nowhere to go.

Dive-bomb



If you press Z and B while you're still some distance from your target, your player will launch himself horizontally in an attempt to spear the ball handler with his helmet to trip him up. Don't telegraph it or the runner will hurdle you.

Defensive Audibles



Your D will also have three audibles available at the line of scrimmage. If you make one a safe cover, one a deep zone and one a blitz, you'll be able to counteract any play the offense throws at you, provided it doesn't counteract yours! Think fast—a quick snap could ruin your plans.



NAMES AND NUMBERS

Who's your team? You'll likely want to go with your local favorite, but sadly, some teams just don't cut the mustard. If you want to make things easier on yourself, pick a team with some skills. We've gone to the trouble of sorting through the stats for you.

TEAMS

- ARIZONA CARDINALS
- ATLANTA FALCONS
- BALTIMORE RAVENS
- BUFFALO BILLS
- CAROLINA PANTHERS
- CHICAGO BEARS
- CINCINNATI BENGALS
- CLEVELAND BROWNS
- DALLAS COWBOYS
- DENVER BRONCOS
- DETROIT LIONS
- GREEN BAY PACKERS
- INDIANAPOLIS COLTS
- JACKSONVILLE JAGUARS
- KANSAS CITY CHIEFS
- MIAMI DOLPHINS
- MINNESOTA VIKINGS
- NEW ENGLAND PATRIOTS
- NEW ORLEANS SAINTS
- N.Y. GIANTS
- N.Y. JETS
- OAKLAND RAIDERS
- PHILADELPHIA EAGLES
- PITTSBURGH STEELERS
- SAN DIEGO CHARGERS
- SAN FRANCISCO 49ERS
- SEATTLE SEAHAWKS
- ST. LOUIS RAMS
- TAMPA BAY BUCCANEERS
- TENNESEE TITANS
- WASHINGTON REDSKINS

TOP TEN OVERALL





1. DENVER BRONCOS
2. MINNESOTA VIKINGS
3. ATLANTA FALCONS
4. SAN FRANCISCO 49ERS
5. DALLAS COWBOYS
6. N.Y. JETS
7. DETROIT LIONS
8. JACKSONVILLE JAGUARS
9. MIAMI DOLPHINS
10. CLEVELAND BROWNS

This list reflects data compiled from all rating categories, which means each of these teams will still have its particular strengths and weaknesses. If you don't mind ditching years and years of fan loyalty just to win a couple of football games, we highly suggest playing with these bad boys.

TOP FIVE PASSING



1. DENVER BRONCOS
2. MINNESOTA VIKINGS
3. SAN FRANCISCO 49ERS
4. N.Y. JETS
5. ATLANTA FALCONS

Obviously the quarterback rating is a huge factor when you're looking at passing, but the quality of receivers is just as important. You'll need fleet defenders if you hope to guard Keyshawn Johnson, Jerry Rice or Randy Moss.

TOP FIVE RUSHING



1. DENVER BRONCOS
2. SAN FRANCISCO 49ERS
3. TAMPA BAY BUCCANEERS
4. ATLANTA FALCONS
5. DALLAS COWBOYS

If you like to keep it on the ground, go with one of these five juggernauts. Not only do they boast mean runners like Emmitt Smith, Jamal Anderson and Terrell Davis, but their offensive lines are all strong as well.

TOP FIVE LINEMEN



1. DENVER BRONCOS
2. MINNESOTA VIKINGS
3. ATLANTA FALCONS
4. SAN FRANCISCO 49ERS
5. N.Y. JETS

A strong group of linemen will make it easier to force the run, and it'll also take tons of pressure off your quarterback. If you've got all the time in the world to throw, you can be picky when choosing your receiver.

TOP FIVE DEFENSE



1. MIAMI DOLPHINS
2. TAMPA BAY BUCCANEERS
3. OAKLAND RAIDERS
4. SAN DIEGO CHARGERS
5. ATLANTA FALCONS

You know what they say about the best offense? That's right—a solid D. These teams will try to keep the game a low-scoring affair, although even Junior Seau will have trouble shutting down the hyper Blitz offenses.

TOP FIVE SPECIAL TEAMS



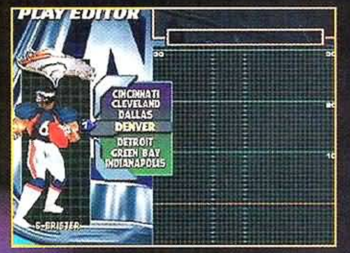
1. DENVER BRONCOS
2. MINNESOTA VIKINGS
3. DETROIT LIONS
4. DALLAS COWBOYS
5. JACKSONVILLE JAGUARS

Very often a game might come down to a 47-yard field goal into the wind that your unsung kicker will have to boot through the uprights for the victory. Having a good punter and kick return team isn't a bad idea, either.

NOW IT'S PERSONAL

One of the best features of the new Blitz is the fact that, more than ever, it lets you customize the game to your personal preferences. From writing your own plays to putting together the perfect playbook, Blitz 2000 puts you right in the huddle.

Pick and Choose



Even if you haven't written any plays, you can access a team's custom playbook and tailor it a bit. It's a good idea to do this before any game since each team has a different lineup of plays to choose from.

The Playbook



You'll have three pages of offense and one page of defense to do as you will. Put in your own plays or choose from a list of 45 offensive plays and 18 defensive plays to create the ultimate playbook.

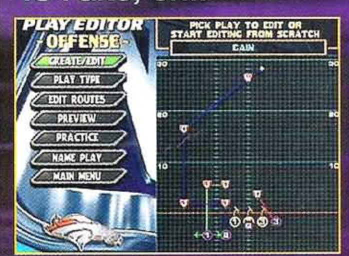
Ready, Set, Switch!



Before starting, be sure to go into the playbook and set the offensive and defensive audibles. This way you'll know your options before every snap and be ready to react accordingly to your opponent's threats.

BE OFFENSIVE

To Fake, or...



There are two options for designing an offensive play: a traditional play from scrimmage and a fake punt. If you have a couple of fake punts with sneaky names in your arsenal, you can keep 'em guessing.

Send Them Out



You can control the starting position of every one of your seven players, from the quarterback to the linemen. Make them unpredictable after the ball is snapped, but make sure that the play makes sense.

It's Alive!



Head out to the practice digs to see your play live and breathe. There won't be any defenders, and you'll be able to alternate between checking out the play in action and fine-tuning the details in edit mode.

ON THE FLIP SIDE

Charge! Or not.



There are two types of defensive maneuvers. One is Normal, which will keep your defense relatively sane. The other is Blitz, which will make them charge over the line of scrimmage like maniacs. You decide.

Line 'em Up



Picking your formation is essential. For instance, it wouldn't be very effective to blitz the quarterback from a Deep Zone, because he'd score a touchdown before you even reached the line of scrimmage.

Prepare for Battle

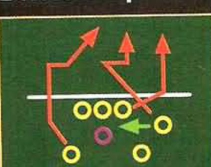


You can do the same thing here as you did on offense. Set up your defense, tell 'em where to go, then go view what it looks like in live action. Keep heading back to the drawing board until it's perfect.

COACH'S PLAYBOOK

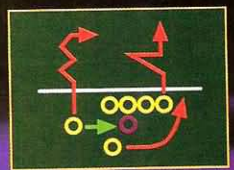
There are tons of plays to choose from, and we've laid out nine of the new ones to let you know what you're going to have at your disposal. You'd better learn to defend against these, too, because the AI is much smarter in selecting plays.

Switch Up



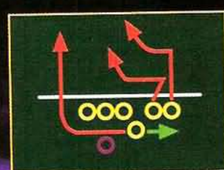
The wide receiver on the left is always an excellent option in case of a blitz, but watch for your lineman to break out on the right side and get open.

Cruisin'



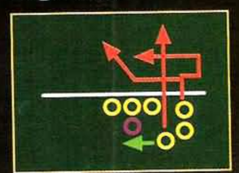
The jagged routes run by the two wide receivers will often break them open for a pass in the flat. If not, pitch it out to the right and go for the run.

Hurricane



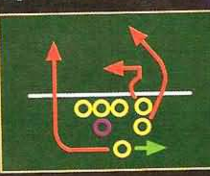
It may take a while for your man to get open on the left, but when he does he'll have a clear shot because the D will collapse on the two right receivers.

Zig Zag



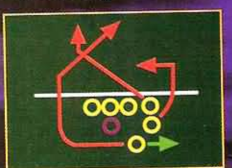
This play runs the risk of clogging up the middle, so don't use it too often. The sharp cuts and criss-crossed routes might well confuse the defense.

Spider Legs



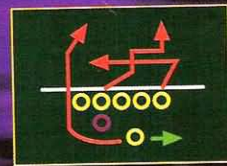
The aptly named Spider Legs gives you two nice options on the wings, with a third receiver that fakes deep and then breaks left to get open in the flat.

Monkey



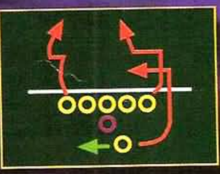
You can dump the ball off to the right if a blitz comes, so watch the defense. If you stall long enough, your left receiver will get open deep behind the D.

Slip Side



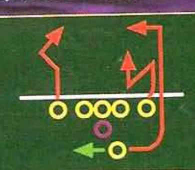
The Slip Slide also offers you a wide left option, and the erratic cuts in the middle by your two right-hand receivers should spring one of them free.

QB Post



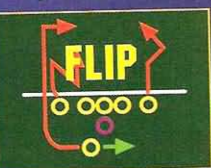
This is a good play to run with either your quarterback or a quick pitch to the right. You can also pull off a flea flicker with your running back.

Quick Dish



Another great flea flicker play, the Quick Dish is designed to give you three instant options in case of a blitz. Set it as an audible to stay prepared.

Play Flip



Just as a reminder, you can run the mirror of any play in your book by pressing B while selecting a play. Do this often to keep the defense off-guard.

CHEATERS PROSPER

In addition to 10 new secret heads and loads of other classified info, the old secret heads and cheats still work in Blitz 2000. Be careful, though! This time the CPU will select its own cheats to counter yours and level the playing field. Good luck, and happy cheating!

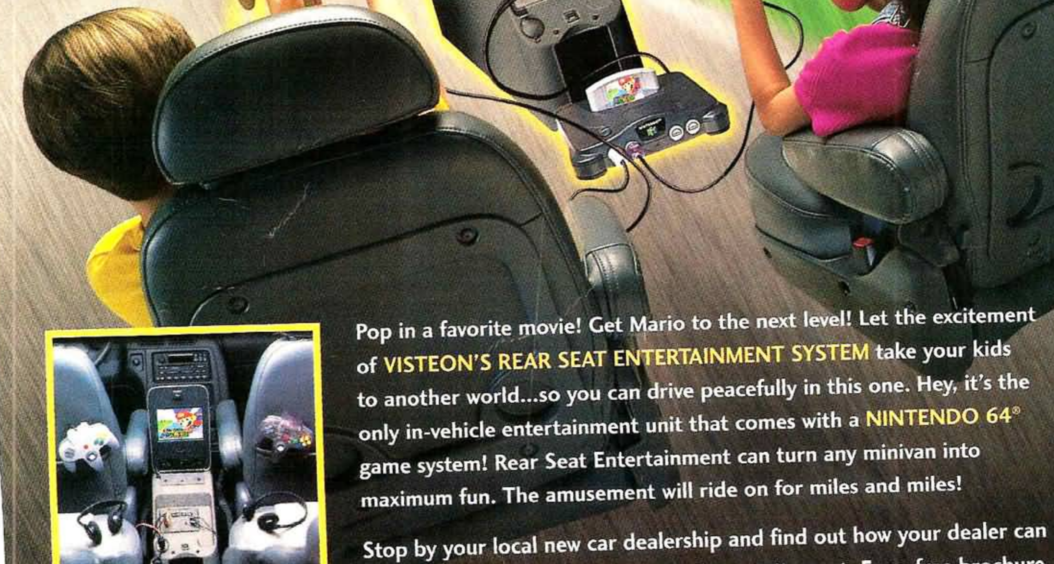




CHEATS	CODES
• INFINITE TURBOS	ZZZZZ + B + AAAA + UP
• NO COMPUTER ASSISTANCE	B + AA + DOWN
• NO FUMBLES	ZZZZ + BB + AAA + DOWN
• THICK FOG	BBBB + A + DOWN
• HUGE FOOTBALL	BBBBB + RIGHT
• NO PLAY SELECTION	Z + A + BBBBB + LEFT
• NO PUNTING	Z + AAAAA + B + UP
• TEAM BIG HEAD	ZZ + RIGHT
• NO FIRST DOWNS	ZZ + B + UP
• ALLOW STEPPING OB	ZZ + B + A + LEFT

VISTEON PRESENTS

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GEX 3

DEEP COVER GECKO

Crave Entertainment and Crystal Dynamics invite all N64 gamers to don their strangest disguises and join in the fun with super-agent Gex. It's the greatest gecko adventure to date.

EVERYONE E CONTENT RATED BY ESRB

Last month, Nintendo Power introduced you to the lizard behind the legend. Now, it's time to delve deeply into Gex's missions. By completing mission tasks, Gex can collect three Remotes in each level, and if he grabs 100 Fly Coins in that level, he'll receive the secret Remote Control. In Easy Mode, you need to collect 80 Fly Coins, and you have more time to complete tasks. Collect Bonus Coins to open Bonus areas and Hub Door Keys to open the three Hub Doors in the Gex Cave. You'll have to defeat bosses to obtain the final two Hub Door Keys. You should be aware that the ESRB gave Gex 3 an E rating in spite of the questionable taste of some of the jokes.

Map Key



Fly Coin


Paw Coin



Bonus Coin


Remote Control


Health Fly


Life Fly

MISSION CONTROL

Mission Control, better known to the world-at-large as "The Gex Cave," is where our adventure begins. It's also the central hub that leads to the other levels that Gex must explore in his quest to save Agent Xtra. Here, you can find the Vault where you can enter secret codes and the Wreck Room where you can train your gecko.



Vault



The Vault remains locked until Gex discovers the four Secret Levels and claims the Vault Collectibles in each. Once the Vault is open, you can enter the Secret Codes from the Bonus Levels to access Cheat Options such as playing as different characters.

Wreck Room 1



In the first Wreck Room (or Training Room) Gex must defeat the dummies using his powerful Tail Whip.



Wreck Room 2



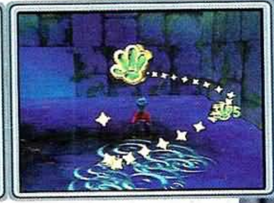
The second Wreck Room contains three platforms that rise when Gex jumps on them.

Wreck Room 3



Gex learns the Double-Bounce technique in the third Wreck Room. Push the A Button while in the air.

Wreck Room 4



Practice the flying karate kick in the final room. Run forward, then push the R Button and jump.

HOLIDAY BROADCASTING

The easiest mission in this snowy level requires Gex to Tail Whip the five snowboarding elves. Also, look for the five ice blocks and Tail Whip them into ice sculptures. Don't forget to jump down chimneys, dive underwater, and whip soldiers for Fly Coins.

Santa Fraud



No real Santa would throw packages at a deserving gecko. When a package flies toward Gex, hit it back at the criminal Kris Kringle using a well-timed Tail Whip. The package will fly back and hit the sadistic Santa. Several hits will win you the Remote.

MYSTERY TV

Gex will need several clues to solve the puzzle of Mystery TV. While searching for the Remote in the maze, use Gex's Tail Whip on the hunter's bullets. Out in the mansion, use the magnifying glass to look for the sparkling entrances to the three minigames.

Count Gexula



Disguised as Dracula, Gex can glide to the side ledges to reach the final two blood bottles. Hit the Statue Switch in the Maze to open a secret door that leads to the machine that transforms Gex into a bloodsucking gecko. Then return to the front hall and get your blood.

LAKE FLACCID

Once you've collected three Remote Controls, the Hub Door Key to Lake Flaccid will appear in the Gex Cave. The path to the subterranean world where you'll find Tut TV, the Army Channel, Western Station, Buccaneer Program and WWGEX Wrestling will then be open. You'll also meet Humps the camel and drive a tank.



Riding the Boat



Gex will have to hitch a ride on the turtle's rowboat if he hopes to reach the Paw Coin that floats above the lake. When the boat moves beneath the coin, jump up to collect it. Look for other elevated items throughout the central area of Lake Flaccid.

TUT TV

Unlock Bridge

Start

To the Next Room

To the First Staff

Tut TV—the Pharaoh's choice for entertainment, weather and news—combines the mystery and majesty of the ancient Egyptians with the Rambo-like machismo of a two-ounce gecko. Yes, Gex will face mummies, quicksand, cunning puzzles and riddles that could stump a tree. Once you enter the central pyramid, look to the walls for answers. Gex must use his sticky paws to scurry about the walls like a true gecko. Don't forget to use the Tail Whip against walls and watch out for chasms in the floor. The quicksand is not as quick as it sounds, but keep jumping if you cross it.

The Water Bridge



Anubis, the keeper of the Arks, also holds the key to the Water Bridge that leads to the central pyramid. If you defeat Anubis with Tail Whips, you'll open the Bridge and receive the first Ark. The bridge leads to Humps the camel and the final Staffs and Arks.



The Water Bridge may look pretty flimsy, but Gex can scamper across it as if it were made of solid stone.

Ra's Staff



Defeat the Whirling Mummy in the room with the waterfalls. When the Mummy dances, Tail Whip it, then hide in the waterfall until the Mummy stops spinning.

Sing Your Camel To Bed



Humps the camel is found in the central pyramid. When Gex must cross over a narrow stretch of burning desert sand, Humps is there to provide the ride. While crossing the sands, use Humps to weave back and forth and pick up the many Fly Coins that shimmer in the desert heat.

Wall Heads



In the hallways high above the chamber where the Staffs of Ra are planted, Gex must dodge a series of walls that lunge toward him with hungry mouths. At the end of the passage is Anubis and the final Ark.

ARMY CHANNEL

For everyone who prefers the smell of napalm in the morning, there's the Army Channel—24 hours a day of war, more war and one heavily decorated lizard. Gex enters the fray through the waterfall in Lake Flaccid. His missions are to whack five tents, find five Secret Bug Crates, and steal some secret enemy plans. He'll have the help of a special tank that can blow up most of the buildings in the town. For explosive fun, the Army Channel can't be beat.

To the Next Area
x9
To the Secret Room
To the Tank Room

Lights Out



When you choose the first mission—Whack Five Tents—the biggest obstacles are the searchlights. Get behind the machine guns and shoot out the lights.



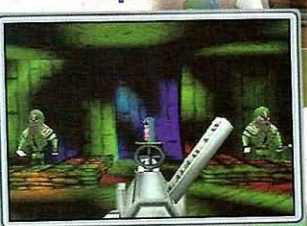
Watch out for the glowing button mines scattered about the army camp. Once you've hit all the tents, a chopper will lower the Remote into position on the helipad.

Gex on a Roll



Gex's next mission is to collect the five hidden crates. He'll have the use of a special tank that he can jump in and out of with the push of a button. The powerful turret on the tank has enough explosive pop to knock down most walls. Behind these walls is where you'll find the crates.

Top Secret



After defeating the soldier, Gex will move into a new part of the army camp. Searchlights, mines and soldiers try to stop the heroic gecko, but he can use machine guns and a series of trenches to reach the Command Center and the secret document. Once again, the Remote is flown in by chopper.

WESTERN STATION

Tuning into the Western Station, Gex finds himself in a heap of trouble. Fortunately, he's a wild, wild Gex with the fastest Tail Whip in the west and a friendly donkey named Al Nino to help him get from one place to the next. To stake a claim on the Remotes in this level, Gex must climb a hill of dung, collect five cards of a kind, and ride to the top of the mountain. Yup, it's definitely an uphill climb, and those scorpions, cowpokes and other ornery characters won't make it any easier. For a cool break, don't miss the Watering Hole.



Flip the Switch

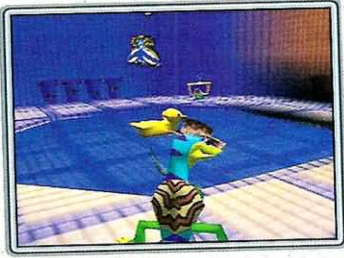


Ride Al Nino until you reach an impassable gap. Look for the lightly colored markings and sparkles on the wall.



Gex can climb on this wall to reach the switch that activates the trolley. Use the trolley to transport Al Nino across the gap.

Watering Hole



Take a load off at the Watering Hole. This pleasant hole-in-the-wall contains four Life Fly TVs. A Checkpoint is just outside. If you continue upward, you'll reach the switch that activates the trolley.

Luck at Cards



Look for the playing cards along the way. Some will be out in the open while others will be hidden inside the tombs on the way up the mountain. Keep heading upward to reach the mountaintop.





Pile It On



Take your faithful donkey on a wild ride across the series of trolleys from the Pooptown plateau. When you reach the steaming pile, ride around the heap until you reach the bridge. Jump off Al Nino and lizard-leap up to the top of the dung pile for the Remote.

BUCCANEER PROGRAM



Avast, ye lizards! The Buccaneer Program is full of scurvy dogs and shivering timbers. Captain Long Tail Lizard will have to walk the tight rope of terror, blast the bilges of four enemy ships and face the Wall of Death if he hopes to recover the treasure trove of Remote Controls aboard this vessel. Look for the trails on the walls where Gex can scamper to higher areas, then use the swinging barrels and bridge switches to move on. Fire the cannons just like you used the machine guns in the Army Channel. They can open doors and sink ships.

The Wall



Sprint from one hole in the floor to the next to avoid the moving wall. When you reach the end of the room, hit the TNT barrel, jump on the platform and blast up to the Remote.

Ships in a Barrel



Take the door beyond the Wall of Death to reach the deck of the ship. On the lowest deck you'll find four cannons pointed at little ships. Blast all of them out of the water.

Walk the Walk



The long ropes that stretch between the masts are hardly wide enough to stand on, but Gex must slowly work his way along the slender threads to reach a precariously positioned Remote.

WWGEX WRESTLING

Gex finds himself against the ropes when he enters the ring of WWGEX Wrestling. Thirteen Remote Controls are the price of admission to this special Gecko-Roman match between Rock Hard and our International Lizard of Mystery. No holds—or Tail Whips—barred, so Gex ready to rumble!




Gex Suplex





Rock Hard may be the champion of the WWGEX, but he's met his match in Gex. When the match begins, run around behind Rock and give the big guy a taste of your Tail Whip. He'll fall hard, but he'll get back up. Keep whipping him, and watch the hit meter.

Paw-ty



When Rock is out for the count, a Paw-shaped Hub Door Key will appear. When you return to the Gex Cave, the door to Slappy Valley will be open for business.

AND THE BEAT GOES ON

Now that Gex is on his way to lizard stardom, it's time to see what he'll face in the final levels. Slappy Valley stands open and ready for exploration, with Funky Town to follow. In these areas, Gex learns to swing with his tongue and fly with a jet pack. Upcoming episodes involve everything from anime to deep space. Let the farce be with you.

SLAPPY VALLEY



Don't let the pretty flowers and bunnies fool you. Slappy Valley is full of danger and intrigue. On the giant beanstalk of Fairytales TV, Gex dons the cape and hood of a famous heroine while in the Anime Channel, he enters the world of Japanese sci-fi. But your first stop is in the Mythology Network where Gex gains Herculean strength.

Mythology Network



Gex licks his way to the top of the mythical world by using his tongue on the metal rungs and swinging and jumping to the next rung or platform.

Fairytales TV



Little Red Riding Hood's cape lets Gex glide from leaf to leaf as he makes his way up the beanstalk. Watch out for loose brown leaves and angry honeybees!

Anime Channel



Wearing a robotic jet pack suit, Gex takes on planet-destroying machinery and a fistful of kung fu students. Hit switches to turn off the wind barriers.

FUNKY TOWN



Gex's final stop on the trail of Rez is in the shadowy world of Funky Town. Rats roam the streets and cats rule the roofs, but our hero must cut through all the cheese, because he always Gex his man. How will he do it? That's up to you and a little help from Super Gex, and perhaps a lift on the Space Shuttle. It's time to blast off.

Funky Town



The streets of Funky Town are filled with dangers like the rats and gangsters, but you'll also find secrets. Jump up on barrels and vehicles to find a Cheesy Rider.

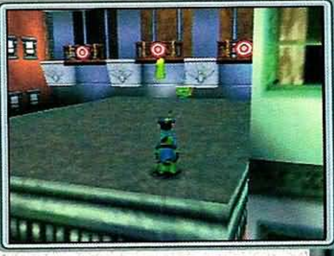
Gangster TV



Thugs like this one appear in Gangster TV. You can defeat them easily with Tail Whips, but beating some of their friends will require Red Fire Flies.

Superhero Shows





Saving stray cats is just one of the many jobs SuperGex must perform in this crime-riddled city. You'll also have to defeat a Mad Bomber and capture five convicts.



WELCOME TO A UNIVERSE OF STRATEGY AND STRUGGLE BASED ON THE AWARD-WINNING PC GAME FROM BLIZZARD ENTERTAINMENT. THIS OCTOBER, THE WORLD OF THE N64 WILL WITNESS THE CONFLICT AMONG THREE ALIEN SPECIES FROM THE DEPTHS OF SPACE. NINTENDO POWER HAS SCOUTED OUT THE BATTLEFIELDS AND COMBATANTS IN ORDER TO PREPARE YOU FOR THE COMING OF STARCRAFT 64.

STRATEGY IN THE STARS

Deep in space, at the cold fringe of our galaxy, an epic conflict for survival is about to begin with three powerful species—the Terrans, the Protoss, and the Zerg—fighting for domination. Each side wields awesome firepower and natural abilities, but the strength and intelligence of the commander will determine who survives. Starcraft 64, like Command & Conquer, asks players to build, deploy and command armed forces in a series of desperate missions. The only difference is that this war takes place on hostile, alien worlds, and your enemies are bent on the extinction of your kind. You can play as any of the three species, shifting your strategies to match the strengths of your units while preying on the weaknesses of your foes. To know your enemy is to know victory.

Terran: The Colonies



Your first command for the Terran Confederacy will be to protect the colony of Mar Sara from the new alien threat.



Lost in space for 28 years, four giant colony ships from earth crash-landed on several habitable worlds in the Koprulu Sector where the once cryogenically frozen colonists had built a new Terran civilization 60,000 light years from their home world. Within a few generations, the human survivors on the planet Tarsonis had created a Confederacy that attempted to rule its neighboring worlds with an iron fist. When the rebellious planet of Korhal was destroyed, a ragtag band of fighters calling themselves the Sons of Korhal began to harass Confederate outposts throughout the Koprulu Sector. Then, amidst all the in-fighting between the Confederacy and pirate militias, a new alien threat appeared out of the depths of space. Fifty Protoss starships attacked the colony world of Chau Sara and burned the planet to a cinder. The shocked Terrans suddenly found themselves in the center of a struggle for the domination of the galaxy, facing aliens they had never encountered and alien motives they couldn't comprehend.

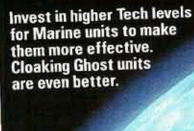


Terran: Frontline Units

You may have to move the Command Center close to a source of Crystals or Vespene Gas, which are used in construction.

The Terran forces may be physically inferior to the Zerg and technologically inferior to the Protoss, but they are adaptable and resilient. Neither the Zerg nor the Protoss considered the Terran colonists a serious threat at the beginning of the conflict, but the upstart young humans never quit, and their units proved to have several advantages. The displaced earthlings can increase their technology quickly and build stronger weapons to meet new threats. And Terran buildings are equipped with thrusters so they can fly over a planet to a new location close to fresh resources or away from an imminent attack. Many Terran units are fairly cheap, making it easy for Terran commanders to build large, expendable forces, but the more advanced units are as tough as any Protoss or Zerg units. Terran mobile units also require support in the form of Supply Depots where soldiers can get vital food, fuel and spare parts for their machinery. In some missions, individual Terran officers play a vital role in the outcome of the conflict. The individual Terran still counts for something, but this can also be a vulnerability.





Invest in higher Tech levels for Marine units to make them more effective. Cloaking Ghost units are even better.



Space Construction Vehicles, or SCVs, are the backbone of the Terran army. They build structures, mine materials and perform repairs.



Individuals such as Captain James Raynor play recurring roles in missions like this search-and-destroy stage.



Zerg: The Origin



The Zerg Swarm can assimilate any life form, including humans, but the Overmind also has weaknesses.

Long ago, an alien race known as the Xel'Naga plied the space between the stars of our galaxy, searching for beings that might evolve into the purest form possible. After failing with the stubborn Protoss at the galactic rim, the Xel'Naga fleet of world ships moved toward the core where they discovered a volatile planet called Zerus and a seemingly insignificant insectoid worm species called the Zerg. The Zerg's one strength was its ability to assimilate genetic traits from other life forms. Over time, the Xel'Naga coaxed the Zerg up the evolutionary ladder. An entity called the Overmind that controlled the Zerg Swarm also grew, until it became so sophisticated that it realized what the Xel'Naga were doing. Concealing its plans from the masters in orbit above Zerus, the Overmind then launched a surprise attack and destroyed the creators of the Zerg. In so freeing itself, the Overmind learned of the distant Protoss, which it realized posed both a threat and a challenge to the existence of the Zerg. And so the Swarm set out to find its destiny.



Zerg: Life forms

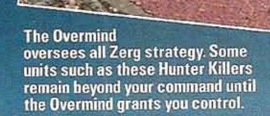


It's easy to hatch a large swarm of combat Zerglings, but you must also create enough Overlords to support the fighters.

Unlike the highly mechanized Terran units, Zerg units are composed of organisms. The mobile units are life forms specifically evolved to fulfill a vital function, while the structural units are organs adapted to grow or evolve new organisms. Even the defensive Spore and Sunken Colonies are alive, sensing when enemies approach and attacking when the intruders come within range. When you command your hive to produce a new unit, the Hatchery produces one to three larval forms that will grow into the chosen type of unit. One hatching of Zergling larvae can produce half a dozen of the swift warriors. The Swarm also enjoys the advantage of being able to will heal itself over time and without assistance from other Zerg units. Perhaps the most insidious form of attack the Zerg practice is the assimilation of Terrans, turning the human hosts into Kamikaze zombies. Infested Terrans seek out the enemies of the Swarm and explode in a cloud of toxic poison. Drone units play the part of workers in Zerg hives, collecting materials and mutating into structural forms when commanded to do so.



Zerg structures are living organs that receive nutrients from the mat-like Creep. Only the Hatchery can exist without the Creep.



The Overmind oversees all Zerg strategy. Some units such as these Hunter Killers remain beyond your command until the Overmind grants you control.



Many Zerg metaforms share common genetic traits, such as the ability to burrow like worms then emerge suddenly to attack enemies.

Protoss: The Long Struggle



Before the Xel'Naga discovered the Zerg, they spent millennia on the jungle world of Aiur. There they found a highly adaptable race that became known as the Protoss, or "First Born." In addition to their great strength, quickness and intellectual prowess, the Protoss communicated using a pure form of telepathy and created an efficient, communal society. Pushed even further by the Xel'Naga, the Protoss began to make intellectual leaps, but more and more often these accomplishments resulted from individual effort and the communal nature of Protoss society eroded. Individual pride condemned the Protoss to an epoch of chaos. Long after the Xel'Naga abandoned their failed experiment, a mystic named Khas reintroduced the Protoss to their communal roots. In time, this new teaching resulted in great advancements in technology and Psionic power. The Protoss divided themselves into three castes—the ruling Judicators, the productive Khalai and the Templar warriors. By the time of the Zerg invasion, the Protoss were the strongest race in the galaxy, but chaos was about to return.







Protoss: Psi Power



With training, High Templar units can create Psionic Storms, project Hallucinations and merge into powerful Archon units.

Protoss forces are characterized by advanced technology including Energy Shields, Warp Gates and the Psionic Matrix that radiates energy from the Pylons. The energy shields are derived from a Psi generator and can recharge over time. Warp Gates allow the Protoss to build bases quickly with fully constructed structures that are "warped" in from Aiur. The Psionic Matrix of the Pylons powers all structures and, to a lesser degree, mobile units. The Probe unit is the robotic worker responsible for collecting materials and activating Warp Gates. Players command the lowly Zealot, the cyber-enhanced Dragoon, the High Templar and the mighty Archon units in battle. Other units include an assortment of ships such as the Arbiter and Carrier. The robotic Observer drones can detect cloaked or concealed enemies.



The central Nexus structure creates the link between the Protoss home world and the far-flung planets of the great battle.



Once a Probe calls for a structural unit and opens a Warp Gate, it can go back to collecting crystals or gas.

STAR'S END

Near the end of October, Starcraft 64 will reach stores, and players will discover a game that includes much more than just the original missions from the original Starcraft game. With the Expansion Pak plugged in, the 256-Megabit Starcraft 64 Game Pak also includes the Brood Wars expansion set missions and two-player, split-screen competitive and cooperative modes. They'll also find extra scenario missions. In all, players can guide their chosen minions through 60 missions of intense, real-time strategy. If Command & Conquer was a taste of things to come, Starcraft 64 is the main course.



Pokémon Tour Takes the U.S.A by Storm

Large enough that it boasts an indoor amusement park, the gigantic Mall of America near Minneapolis, Minnesota, was the perfect place for the 55,000 Pokémaniacs and Poképarents that rushed to the Pokémon League Summer Training Tour '99 kickoff on July 10 and 11.

The line to enter Pokémon Central, the check-in spot for the day's events, stretched almost a sixth of a mile long. But tens of thousands of Pokémon trainers were willing to wait for over two hours before entering Pokémon Central, a party zone where the "PokéRAP" boomed out of high-amp speakers and dance lights threw Pokémon images across the audience. Devoted fans could compete in numerous Pokémon events throughout the day.

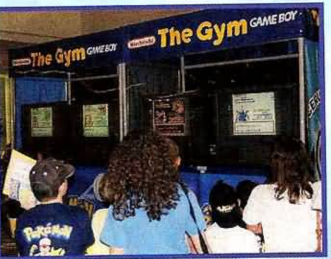
One of the biggest events was the tough Game Boy tournament. Players could compete with their Pokémon in the Pika Cup .(for Pokémon built up between the levels of 15 and 20), the Poké Cup (levels 50 to 55) or the Prime Cup (up to level 100). All who played received a rare Competition Badge for making their way to the tournament. For a single duel win, players earned the Boulder Badge. For winning both duels, players also earned the Cascade Badge—and a chance by random drawing to battle at the Gym. There, those who pitted their Pokémon against a Gym Trainer and won received an official Pokémon Trainer Cap.

At the end of the two-day tour kickoff, the Mall of America was left with a new record—Pokémon fans outnumbered those who showed up to see the MTV popsters 'N Sync in May! The tour continues through September, so check out our Pokémon World website (www.pokemon.com) for remaining tour dates!

Using his bulked-up Venusaur, trainer Tyler from Lakeville, MN, lost his first Poké Cup duel but battled back for a Boulder Badge in the second.

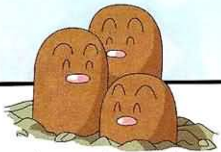


On a July weekend, ardent Pokémon fans poured into Pokémon Central, where a huge banner towered above the packed Mall of America atrium.



Face to face with the top Gym Trainers, the lucky few Pokémon players fought hard in the Gym for top recognition as great Pokémon trainers.

Pokéchat



Notice anything different? We have some renovations going on here at the Pokécenter, and these pages are just the beginning of it. After you get through Pokéchatting, check out our expanded features!

Q: Is there an item that can restore HP and PP at the same time?

A: *Unfortunately, no. We'd lay out some serious dollars for such a cure-all, but it doesn't exist. If you're going into a long, difficult battle (like the epic fight with the Elite Four), we suggest packing the following supplies: First, a couple of Elixirs, which will restore 10 PP of every one of a Pokémon's abilities. Some Full Restores would also be wise, as they not only provide maximum HP but also cure any condition. Finally, take along a couple of Max Revives in case your Pokémon pass out during the rigors of battle.*

Q: I don't have the Game Boy Pokémon game. What Pokémon will I use in Pokémon Stadium?

A: *Players who don't have any Pokémon of their own will rent Pokémon to battle with. Which Pokémon will initially be available and how you'll gain access to all the others is a question for another day, as the details are still under wraps. We'll let you know as soon as official word comes out.*

Q: What's the difference between an "Attack" and a "Special Attack"?

A: *A normal Attack is a physical move, like Bite, Tackle or Horn Drill. Special Attacks are non-physical assaults that involve special abilities like electricity, fire, water and psychic power. Thundershock, Ember, Psywave and Bubblebeam are all Special Attacks. The ratings on your Pokémon's stats screen will tell you how powerful your Pokémon are at wielding the two different attack types.*

Q: Can Pikachu evolve into Raichu in the Yellow version?

A: *Your Pikachu will never evolve in Yellow unless you trade it to another Game Pak. If you do trade it, it will evolve like a normal Pikachu. Don't do this unless you absolutely have to, though! A traded Pikachu will not follow its new trainer around on screen, so don't trade it unless you're willing to give up seeing the little Electric-type following happily at your heels.*

Q: In Pokémon Pinball, when I look at my Pokédex I see a shadow of some Pokémon but no statistics. Why is that?

A: *If you see a Pokémon but fail to capture it, its silhouette will appear in your Pokédex. Until you capture the creature, you'll never get to view its picture or its statistics.*

Compact Car

Last month we asked our readers to try to take pictures of the Pikachu cars as they rolled their way around the country. Nothing prepared us for the arrival of this miniature wonder, though. David Kageyama of Seattle, WA, crafted this stunning replica of the Pikachu Beetle using a VW Matchbox Car. Needless to say, his son Joshua was pretty psyched and passed a pic of the mini-Pikachu on to the Nintendo Power staff. Do you think Mr. Kageyama would be available to detail another, say, 150 miniature cars?



Gallery

#110 Weezing
Bartschi
Roscoe, NY

Pokémon
Eric Villanueva
Greenacres, FL

#25 Pikachu
Jennifer Colby
Littleton, CO



#126 Magmar
Paul Reiss
Richmond Hill, ON

Ask the Professor

As the world of Pokémon continues to expand, more and more questions keep pouring into the office. As the acknowledged authority on all things Pokémon, the Professor has all the answers to the toughest Pokémon problems.

How do I get Pikachu to save my ball from the gutter in Pokémon Pinball?

Pikachu is a tempermental little creature, and if he's not feeling his electric best, he won't have the juice to shock your ball back into play. To get him in the zapping spirit, first send the ball up the ramps on the sides of the board to spin the gate around. The faster the gate spins, the quicker Pikachu's thunder meter—that circle with the lightning bolt emblem on it—will fill up. Once it's completely full, Pikachu's ready for action! It will move right or left depending on which flipper you're using at the time, so be sure to maneuver it into position when your ball heads into the alleys. If the thunder meter isn't all the way filled, Pikachu can only watch as the ball slides into the gutter.



Fill the meter as soon as possible, because a Pikachu safety net could make or break you.



You can also get a double Pikachu Kickback as a bonus. They'll take good care of your ball.

In the river level of snap, the Sandslash always burrows before I can get a picture. What gives?

The glimpse of a distant Sandslash is sure to get any Pokémon photographer drooling. Don't lose heart when it goes underground. If you can knock the two nearby Geodude off the rock face with Pester Balls, the shock waves will cause a Graveler to tumble to the shore. All that noise will be too much for the curious Sandslash and it will dig up to take a closer look.



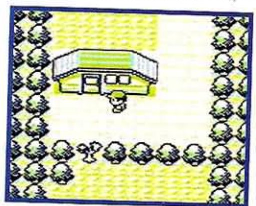
Knock these two rock-huggers from their perch so the Graveler above them will thump onto the beach.



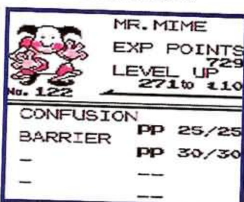
Take a shot of Sandslash as it's spinning into view, or toss it some Pokémon Food to see it dance!

In Red or Blue, where do I find Mr. Mime?

You could find the elusive #122 at the beginning of your adventure, if only you had the ability to Cut. Once you learn Cut from the Captain of the S.S. Anne, head back toward Viridian Forest through Diglett's Cave. When you emerge just below Pewter City, walk south and enter the small house. You'll find a young trainer willing to trade you Mr. Mime for an Abra. Once you've traded, head out and pick up HM 05 in the next house along the path. Then Cut through a bush to pick up the familiar Route 2.



This house lies just below Pewter City and Diglett's Cave, and it's on your way to getting Flash.



Mr. Mime won't ever evolve, but it will continue to learn a slew of powerful Psychic attacks.

How do I take a picture of Zapdos in Snap?

There were many rumors that this rare Flying- and Electric-type Pokémon was roosting near the old underground power plant, but I never believed them until I glimpsed its distinctive egg for the first time. Luckily, there's a Pikachu nearby that can help you crack the egg. Make a trail of Pokémon Food to lead Pikachu closer and closer to the egg. Once it's right next to it, break out your Poké Flute and start jamming! The music will drive Pikachu into an electric frenzy, and the bolts of lightning it calls down will awaken the Zapdos inside the egg. As the Zapdos breaks free in an explosion of light, snap its picture! You can also take a great shot of it when it lands on the old generator.



Once Pikachu's in position, make with the Poké Flute. Pikachu will provide a thundering wake-up call.



When the Zapdos shocks the generator back to life with its electric talons, the power will come back on.

Colosseum

Calling all champions! Featured this month is our all-Nintendo battle team. If you've got a team of unbeatables, write in and let the PokéCenter know about it!

With the raging success of the battle tour this summer, we decided to show you our go-to Pokémon team. One of the best things about Pokémon is that the fun goes on long after you've beaten the one-player game—the challenge of building lots of great teams to counter all challengers is ongoing and addictive. Different situations call for different line-ups, so no team is invincible.

Blastoise



We use Blastoise to get around the waterways, but its Surf attack is also surprisingly effective in battle against Fire- and Ground-types. Hydro Pump is a powerful Water-type attack, and Skull Bash is a good option against strong physical enemies. The addition of a Blizzard attack makes Blastoise a much more powerful foe against Grass-, Flying- and Dragon-types.

- Blizzard
- Hydro Pump
- Skull Bash
- Surf

Alakazam

The brains of our operation lie in Alakazam. We use its mind powers early on in battles to try to weaken our opponent's team. Disable can knock out another Pokémon's attacks, and when we follow up with a Psychic or Psybeam attack we generally grab the advantage. Recover helps out when the going gets tough, but if we're going against Fighting- or Poison-types, we don't really need it.

- Disable
- Psybeam
- Psychic
- Recover

Zapdos

Our aerial transportation is also one of our most formidable fighters. Using Fly in battle makes our Zapdos evade a turn of attacks, and if the opponent is a Grass- or Bug-type the ensuing offensive will punish them. We've gotThunderbolt and Thunder in the arsenal to destroy any Water- or Flying-types who dare challenge, and the blurring speed of Drill Peck gives us the advantage against Fighting-types.

- Drill Peck
- Fly
- Thunder
- Thunderbolt

Golem

Our Rock- and Ground-type heavyweight is so strong on defense that we often stick it in the front lines. Its Rock Throw is pretty effective against Flying-types, and Earthquake and Dig both brutalize Fire-, Electric- and Poison-types. We outfitted it with Explosion as a last resort, even though some battles outlaw using it. It's a good sneak attack against Water- or Psychic-types.

- Dig
- Earthquake
- Explosion
- Rock Throw

Gengar

Our ghostly Gengar does its best to frighten opponents into submission, but when that doesn't work we use Hypnosis to make Pokémon conk out. Once they're asleep Gengar busts out Dream Eaterto give them nightmares. Confuse Ray is also an excellent option early in battles, as it often makes opponents injure themselves. A nice Toxic attack rounds out its debilitating arsenal.

- Confuse Ray
- Dream Eater
- Hypnosis
- Toxic

Magmar



We try to use Magmar's Smokescreen very early on to make opponents miss their mark. After that, it's a full-bore fire attack! Fire Punch,Flamethrower and Fire Blast will absolutely ruin any Grass-, Ice- or Bug-types who enter the battle, but obviously we send Magmar back to its Poké Ball if we see a Water-, Ground- or Rock-type arrive on the scene.

- Fire Blast
- Fire Punch
- Flamethrower
- Smokescreen

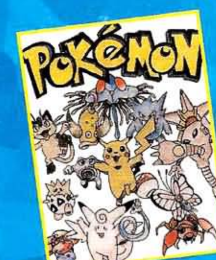
Gallery



#26 Raichu
Natasha Tetly
Ormond Beach, FL



Snap!
Lindsay Elliot
Paris, MI



Gotta Catch 'em All!
Nick Neuharth
Onawa, IA



#103 Exeggutor
Rocky Reed
Colfax, IA

Submitted art becomes property of Nintendo Power.

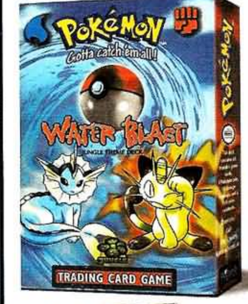
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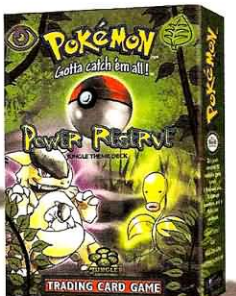
Hot off the Press

Pokémon are popping up everywhere! We're spotting more of them all the time, and not only in the world of Nintendo games. Check in with us every month, because we'll put you on the trail of the latest Pokémon stuff!

Jungle Pokémon on the loose!

The Pokémon craze has spread like wildfire, and the Pokémon Trading Card Game from Wizards of the Coast has sold over a million copies in North America. Whether playing or just trading, Pokémaniacs want to unwrap all the booster packs they can find, just to gather up those rare Pokémon. But move over Blastoise, Charizard and Venusaur—there's a new breed in town. The Jungle expansion set expands the complete collection, with Clefable, Kangaskhan, Snorlax and more rare Pokémon among 64 new cards. And this time around, you'll want both the holo and non-holo versions of the rare cards to complete your collection. If you're playing the game, you'll find that the Jungle cards have new abilities that will make you rethink your old strategies. For instance, Eevee can evolve into Flareon, Jolteon or Vaporeon, so you'll have the element of surprise if you're playing with this unpredictable Pokémon! Collect the 60-card Jungle theme decks like Water Blast and Power Reserve to get playing quickly, or unwrap the 11-card Jungle boosters for a chance to catch 'em all!







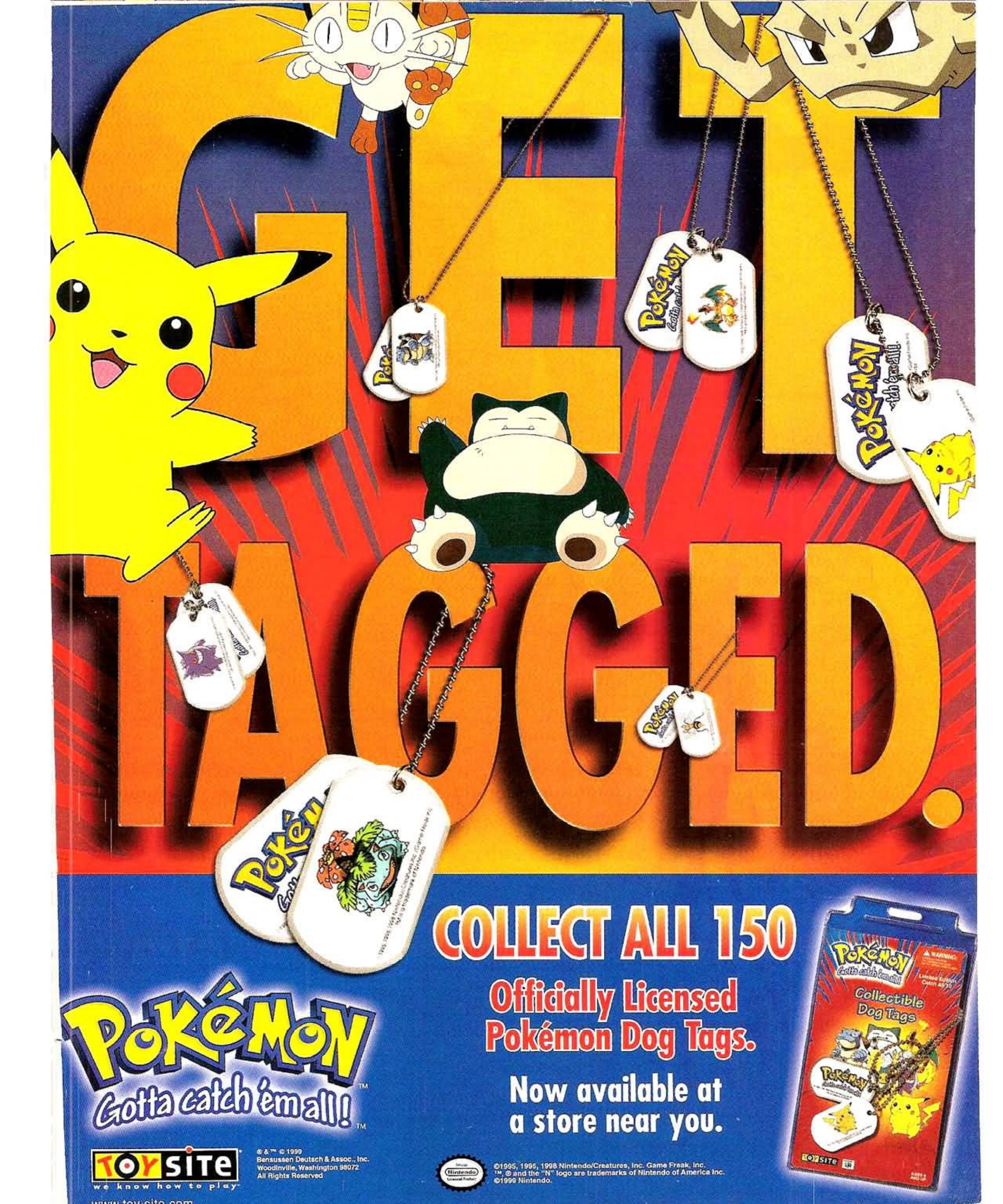
That's a Rap!

Now you don't have to break your television's speakers every time you want to blast the PokéRAP. This rocking CD was released earlier this year and features music from the monstrously popular TV show, including the Pokémon Theme and ten songs straight off the Poké Charts. You can rap along with the audio version of the PokéRAP, but if you have a computer there's a bonus headed your way. The CD has the PokéRAP music video on it, and anyone with a CD-ROM can catch action scenes like the one pictured above. Put it in, pump up the volume and get your boogie on, Pokémon-style!





For more Pokémon news, be sure to check out www.pokemon.com!

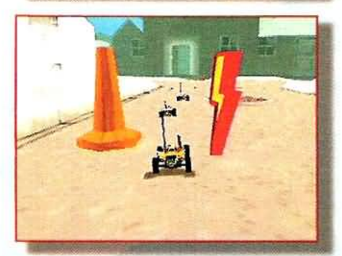

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RE-VOLT™

EVERYONE E CONTENT RATED BY ESRB

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It's the toys' night out when Acclaim tinkers with radio-controlled racing to send pint-sized cars through backyards, courses you've created yourself, and just about anywhere else you've always wished you could tear through.

WHEN CARS ATTACK

Magically taking on a life of their own, Toy-Volt's radio-controlled cars have taken to the streets, supermarket aisles and wherever their little wheels can take them to breathe new life into racing games. Acclaim has carefully toyed with four-player Re-Volt and its ultrarealistic physics engine (offering four variations, including Simulation Mode) that will force the most seasoned racers to relearn the rules of the road. Toys will be toys, and since the RC cars are lightweight vehicles, they'll bounce, flip and spin out like no video game car you've driven before.

CHOOSE YOUR VEHICLE

At the get-go, you'll have eight RC cars at your disposal and more will become available when you place first in a Championship Circuit. While each of the cars performs differently, they all handle like real RC cars, so a minor brush or collision with something can bounce your ride off course. To get back on track, shift into reverse by hitting B and swinging into a "Rockford" spinout.



The RC Bandit is one of the first available cars, and rookies should ease into the game by driving it in Junior RC Mode before shifting up to Simulation Mode.



Comparable in performance to the RC Bandit, the Dust Mite is just a tad slower in the top speed and acceleration departments.



Like its name suggests, the Phat Slug is fat and sluggish. Since it's heavy, it's not prone to flipping over, but if it does, hit R to get back on all fours.



Probably the most balanced of the rookie vehicles, Colonel Moss boasts decent speed, sufficient weight and superior acceleration.



Though it compensates for its low top speed with quick acceleration, the Harvester will most likely spend many a mile playing catch-up.



Dr. Grudge operates swiftly, and even though the car is relatively light, its four-wheel drive transmission will provide it with suitable traction.



The only rear-wheel drive vehicle in the rookie batch, the Volken Turbo will have difficulty getting a grip on the slick floors of the Museum courses.



The Sprinter XL can hit its top speed faster than any other rookie car, but its low weight can make the speedster too hard to handle.



By winning the Bronze Cup in Championship Mode, you'll win access to a pair of amateur-ranked RC cars, one of which is the Dynamo San.



Pretty in pink, the sporty, front-wheel drive Candy Pebbles car becomes available along with the Dynamo San once you win the Bronze Cup.



If you score the Silver Cup in Championship Mode, you'll unlock two more cars. The Evil Weasel is one of them, and it's the slower and lighter one of the pair.



Like the Evil Weasel, Panga is a perk that comes with the Silver Cup, and it's the first of the Glow, or gas-powered, RC cars in the game.



With Championship Mode's Gold Cup comes the slow-accelerating Pest Control car, the first of two semipro vehicles your victory will unlock.



A Gold Cup win also rewards the victor with the Adeon car, a gas-powered, four-wheel drive speedster that's painted in red and tuned with quick acceleration.



When you win the Platinum Cup in Championship Mode, the credits will roll and one of the fastest cars, the Cougar, will be ready for you to take for a spin.



By winning the Platinum Cup, you'll also win the Humma. Though it's the final car you can unlock through Championship Mode, even more hidden vehicles await.

CHAMPIONSHIP MODE

Championship is the main mode of single-player racing, pitting the driver against three other cars in a four-course circuit. At first, only the Bronze Circuit is available, and by placing first overall in the competition, you'll unlock the Silver Circuit. With a win in the Silver Cup Circuit, you'll next unlock the Gold Cup, which can then lead to the final circuit, the Platinum Cup.

CHAMPIONSHIP CIRCUITS

BRONZE
- Toys in the Hood 1
- Toy World 2
- Museum 2
- Botanical Garden

SILVER
- Ghost Town 1
- Toy World 1
- Supermarket 2
- Toys in the Hood (Rev.)

GOLD
- Toys in the Hood 2
- Toy World 1 (Rev.)
- Toytanic 1
- Museum 1

PLATINUM
- Supermarket 1
- Ghost Town 2
- Museum 1 (Rev.)
- Toytanic 2
- Toy World 1 (Rev.)

REVERSED COURSES

REVERSED





Beginning with the Silver Cup Championship Circuit, mirrored versions of some of Re-Volt's courses will spring up to turn your racing world around.



Thoroughfares that once turned left will now bend right in the reversed courses, so flip-flop your strategies to conquer the mirrored roadways.

BOTANICAL GARDEN

BRONZE



Power-ups sprout up in many of the courses, including the Garden. If an opponent hits you with the bomb, hit another car to transfer the whammy before it explodes.



After rounding the red brick platform, veer to the middle of the path to enter the upcoming tunnel. If you pull too far out, head for the left to enter a side tunnel.

GHOST TOWN 1

SILVER



In the Ghost Town, you'll ride up raised ramps and walkways. On the final ramp, hang a sharp right at the fork instead of taking the longer route straight ahead.



All power-ups appear as lightning bolts. If you nab one and its random identity turns out to be the speed-boosting Battery, activate it on a straightaway.

GHOST TOWN 2

PLATINUM



Most courses come in two variations. In the second version of the Ghost Town that appears in the Platinum Circuit, you'll barrel through a dark mining tunnel.



The main thoroughfare of Re-Volt's Wild West raceway is its mine shaft. When you hang a right into it, quickly veer left to navigate its curving tunnel.

MUSEUM 1

GOLD



The Museum presents an exhibition of speed when the cars scream beneath its dino display. Avoid flipping over by steering clear of its fossilized feet.



The final stretch of the Museum ends with a jump. An exclamation point will appear at the top of the screen to warn you, so build up your speed when you spot it.

MUSEUM 2

BRONZE



During the Bronze Circuit is the first time you'll explore the Museum, which is playing host to a space exhibit complete with a spinning tunnel.



The race ends with an uphill climb on some conveyor belts. To avoid treading on the tricky tracks, drive up the railing in between the moving walkways.

SUPERMARKET 1

PLATINUM



Clean up on aisles four, five and six! The Supermarket is well stocked with its share of switch-backs, so enter the store with a tight-turning four-wheel drive.



When you slip under the garage door, swerve to the right to head up the blue ramp or else you'll hit the dead end by the forklift.

SUPERMARKET 2

SILVER



A shorter, more forgiving version of Supermarket 1, the second variation of the store takes you through the icy freezer room, so decelerate when you reach it.



Fireworks are one of the best power-ups to have when you're trailing behind a car, but be sure to fire your missiles when your target isn't turning out of range.

TOYS IN THE HOOD 1

BRONZE



The final tunnel in the suburban speedway of Toys in the Hood 1 is a prime place to unleash a power-up, since the tight quarters leave little room for escape.



The Shockwave power-up bowls over any cars that are in your path. Since it knocks cars off course, use it when your rivals are trying to steer into small openings.

TOYS IN THE HOOD 2

GOLD



In Toys in the Hood 2, you detour from the backstreets into homes and backyards. The turns get tighter, so base your car selection on handling rather than speed.



Use the Electro Pulse power-up only when another car is fairly close to you. By activating the close-range weapon, you'll temporarily sap your victim's power.

TOY WORLD 1

SILVER



It's not all fun and games in the Toy World. The piano keyboard road is a playful straightaway, and it's also narrow, making it difficult to pass other cars.



When you reach the dinosaur, head under its belly, between its front and hind legs. If you swerve to either side, you'll drive straight into a dead end.

TOY WORLD 2

BRONZE



A model rocket marks a fork in the road in the Toy World 2 course. Veer to the left when you reach it, since the right route contains a tricky jump.



Obstacles like a chugging toy train and a rolling beach ball can stop up traffic, so avoid traveling in a pack to leave yourself room for evasive maneuvering.

TOYTANIC 1

GOLD



Aboard the Toytanic, you'll speed over the ship's promenade decks. Near, far or wherever you are in relation to the competition, seek out the bounty of power-ups.



The Toytanic features many straightaways that are perfect for using the Battery power-up's speed boost, but be careful when building speed near the swimming pool.

TOYTANIC 2

PLATINUM

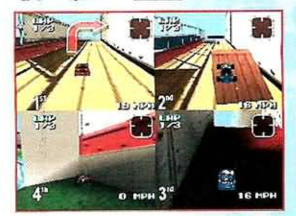


Essentially the same course except that you drive through it at night, Toytanic 2 is shrouded in darkness, so beware of that dim area to the right—the pool.



The ship harbors some good spots to trip up opponents with the Shockwave. Use it near the cabin entrance, divided pathways or downhill switchback.

MULTIPLAYER



Re-Volt supports up to four players in Single Race Mode and Battle Tag Mode. While Single Race is the usual split-screen head-to-head competition, Battle Tag plays out like a car chase with drivers pursuing the "it" car. The object is to tag the "it" car before the timer hits zero, and if you survive being "it" the longest, you win.

STUNT ARENA

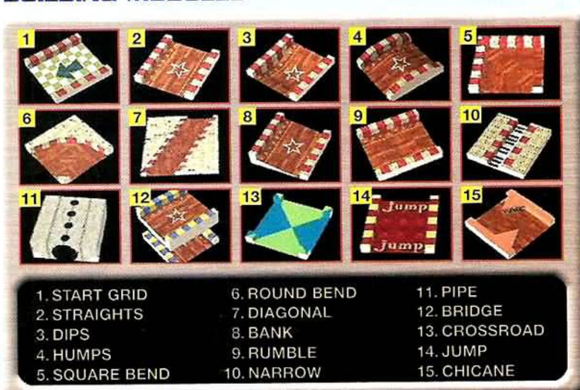


To unlock more secrets, test your daredevil driving skills at the Stunt Arena. Paved with ramped roads and loop-the-loops, the Stunt Arena also contains 20 floating stars that drivers must launch their cars into to collect. You don't need to pocket all 20 at once, so you can revisit the course with new cars to reach for more stars.

CONSTRUCT YOUR OWN COURSE

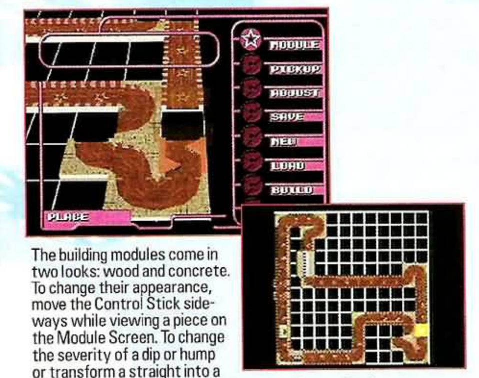
The one feature that will steer many racers back to Re-Volt is its Track Editor feature. Enabling you to pave your own racetracks tile by tile, the Track Editor supplies you with bits and pieces of road that you can link together into a personalized course. The Track Editor supplies 15 types of building module, and all are variable so you can alter each section's height and slope.

BUILDING MODULES



1. START GRID
2. STRAIGHTS
3. DIPS
4. HUMPS
5. SQUARE BEND
6. ROUND BEND
7. DIAGONAL
8. BANK
9. RUMBLE
10. NARROW
11. PIPE
12. BRIDGE
13. CROSSROAD
14. JUMP
15. CHICANE

BUILDING YOUR TRACK



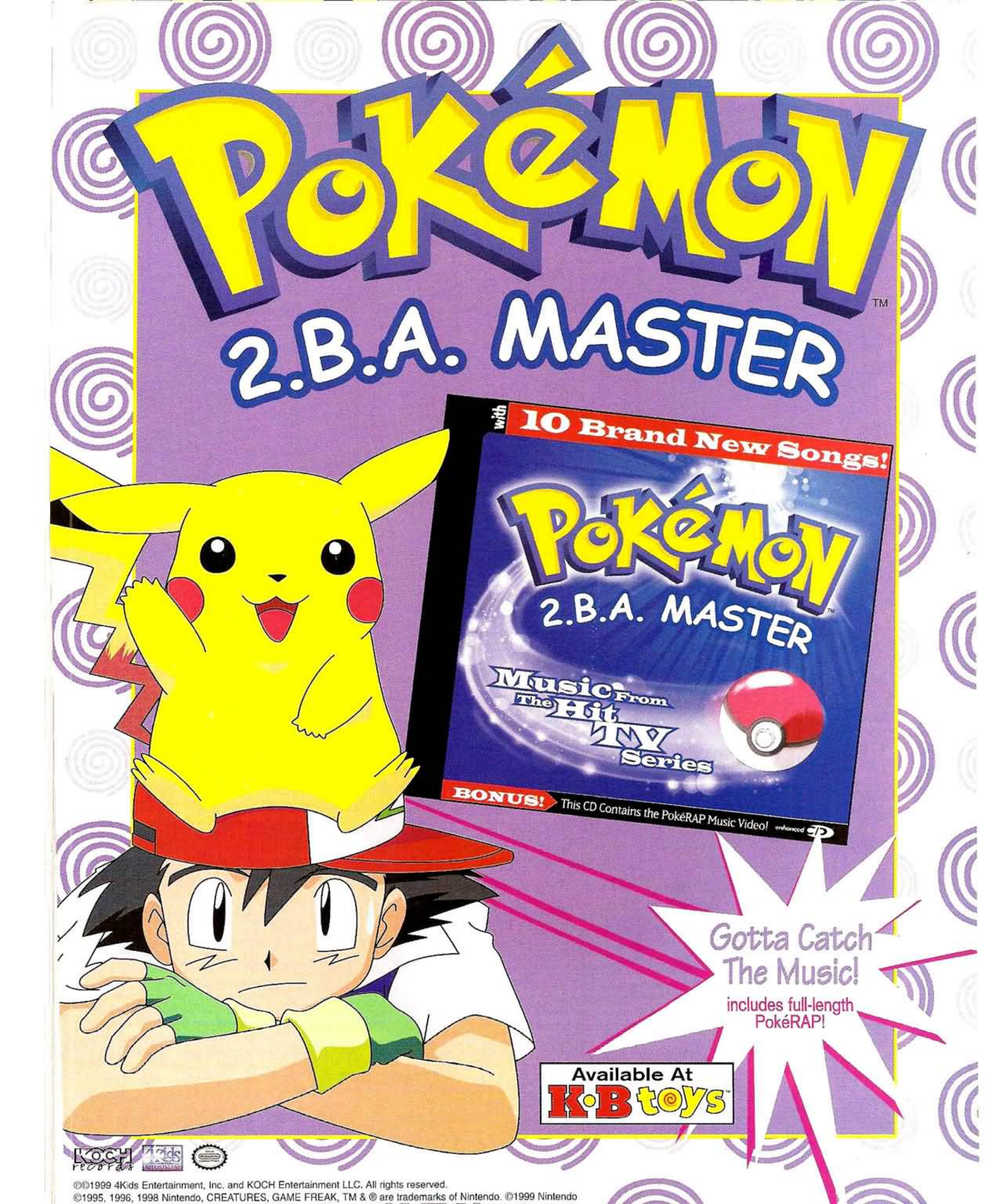
The building modules come in two looks: wood and concrete. To change their appearance, move the Control Stick sideways while viewing a piece on the Module Screen. To change the severity of a dip or hump or transform a straight into a ramp, tap the left C Button. By pressing the top C or bottom C Button, you can change the height of your module.



ROAD TESTING YOUR TRACK

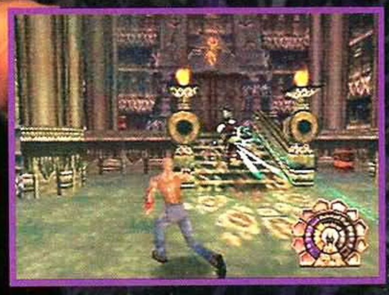


Once you've finished creating your track, select Build, then save it to your Controller Pak. Your newly paved course will then be available for road testing in non-championship modes, as well as multiplayer competitions.


POKÉMON™
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with 10 Brand New Songs!
POKÉMON
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SHADOW MAN™

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Acclaim's new adventure pushes you into dark depths of horror. Follow us into the chilling shadows.

MATURE — AGES 17+ — CONTENT RATED BY ESRB
The Entertainment Software Rating Board has given this game a Mature (M) rating. This game is suitable for persons 17 and older. It contains intense violence, mature language and suggestive themes.

There's no doubt that Shadow Man earns its Mature rating with violence. But it also is among the most artfully mature N64 games, with a cinematic storyline that crosses from the land of the living into the world of the dead, and a lush soundtrack that floods vast environments with dread. Shut off the lights. Turn up the volume. Feel the fear. And let our walkthrough show the way.

THE DARK SOULS

You play Mike LeRoi, cursed with powers that transform him into Shadow Man at night—and during visits to Deadside. He must collect Dark Souls spread across Liveside and Deadside in order to stop the evil spirit, Legion, from creating an immortal army with them.

..AND THE SOULS WERE SEALED IN GOVI...



Legion already has five of the Dark Souls, and he's gotten a lot of evil mileage out of them, which you'll discover as you go deeper into the story. But there are 120 more, protected inside the heart-like Govi vessels. Only Shadow Man, not Mike, can crack open a Govi to get at the Dark Soul inside.

TAKING THE DARK SOUL'S POWER, HE DID UNITE IT WITHIN HIM



As Shadow Man, you can not only crack open the Govi but also take the Dark Soul into your own body. This keeps the Dark Soul from Legion, but it also increases your Shadow Level, which enables you to go to more areas and channel more Voodoo power.

SACRED ITEMS

A previous Shadow Man collected artifacts over a century ago and hid them throughout Deadside for you. Though many of these will channel your Shadowpower into destructive blasts that drain your Voodoo, they are primarily useful for other, hidden purposes.

THE ANCIENT ARTIFACTS OF POWER



That earlier Shadow Man spread the artifacts far and wide. You'll often find them on mystical altar-like pedestals that radiate with fiery light. Don't worry if you don't understand an artifact's primary purpose right away—some of the artifacts aren't immediately useful.

LES CADEAUX

Often found inside clay vessels, the Cadeaux are red-rattling items that are strewn throughout most places in Liveside and Deadside. Collect as many of these as possible. You can always see your current store of Cadeaux by pressing the right C Button to check your inventory.

ONE HUNDRED CADEAUX AS AN OFFERING...SHALL INCREASE THE STRENGTH OF A MAN'S SPIRIT



Search high and low for the Cadeaux around Liveside and Deadside. They will come in useful during trips to the Temple of Life. In it are the Altars of Life, on which 100 Cadeaux can be offered to the Loa, the voodoo gods, in exchange for a higher level of maximum Lifeforce.

SHADOWPOWERS

Shadow Man can use his Shadowpowers to power ancient artifacts and open mystical gates. He can also draw upon the protective powers of tattooed symbols called Gads after he has found them in his journeys.

WITH GREATER POWERS THE MAN OF SHADOW FINALLY ENTERED...



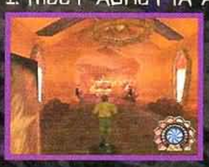


With artifacts like the Poigne, and Gad tattoos like Gad Toucher, Gad Marcher and Gad Nager, you can enter many areas—some quite extensive—that were previously barred. Make a note of where all the red waterfalls, burning surfaces and lava fields are. You'll want to come back later.

FROM LIVESIDE TO DEADSIDE

You start as Mike LeRoi, sloshing through Bayou Paradise in search of the Louisiana voodoo priestess Mama Nettie (Agnetta). She has the key to Deadside, where you'll become Shadow Man. There you must find the entrance to the Wasteland.

1. MEET AGNETTA AT THE CHURCH



Though the bayou twists and turns, the path to the swamp church where you'll find Agnetta is straightforward. The church is surrounded by growling dogs. Avoid them and head straight into the church. There Agnetta will give you the Handgun and the Teddy Bear.

2. USE LUKE'S TEDDY BEAR TO GET TO DEADSIDE



Use the eerie Teddy Bear to teleport to landmarks around Liveside and Deadside. When you first receive the Teddy Bear, you will be able to go to only Bayou Paradis (Liveside) and the Marrow Gates (Deadside). As you progress through the game, the Teddy Bear will record even more landmarks.

3. PASS THROUGH TWO GATES





If you talk to the Irish snake Jaunty, he will open the Marrow Gates behind him. In the areas and tunnels beyond, you will eventually reach your first Coffin Gate. Stand in the harness and push the left C Button to open it.

TIP: USE THE SHADOWGUN



When Mike becomes Shadow Man, the Handgun becomes the Shadowgun, which shoots energy instead of bullets. Use the R Button to lock on to enemies, then fire. After your Shadow Level grows, you can hold down the fire button to increase shot strength.

4. PICK UP THE PROPHECY



After you pass the first Coffin Gate, you'll enter a circular room with an altar-like pedestal. Walk up to it to receive The Prophecy, a message full of mysteries and potential hints left for you by a previous Shadow Man.

5. COLLECT THE DARK SOUL AND ENTER THE WASTELAND





Above the pedestal is a locked Coffin Gate. Nearby is a Govi, a heart-like container. Shoot it with the Shadowgun to pick up your first Dark Soul, which will increase your Shadow Level enough to open the Coffin Gate. It leads to the Wasteland.

DEADSIDE WASTELAND

The bridge leading to the Wasteland passes over a locked Coffin Gate. You won't yet have a high enough Shadow Level to open it, but collecting more Dark Souls in Wasteland is the key.

TIP: LOOK FOR SWITCHES



Throughout the Wasteland are switches that you can activate by walking up to them and pushing the left C Button. Found at ground level, the Wasteland switches will shoot cables across chasms, which then can be crossed into new areas.

1. GO UNDERWATER TO FIND THE WHEEL GATE SWITCH



In the area that contains the lake, there is a hut on the shore. In it is a wheel gate with an passage too high to enter. Rotate the wheel gate's passage by using a switch in a tunnel that you access through an underwater passage in the red lake.

2. COLLECT TWO DARK SOULS





Find one of the Dark Souls in the room beyond the wheel gate. Jump across a deadly lava pool to reach its Gad. Find the second Dark Soul at the end of a room that is located above the chamber full of wooden planks that you must jump across.

3. PICK UP THE ASSON



The wooden planks lead to a radiant pedestal where you can pick up the Asson, a sacred rattle. It shoots flame, but stick with the Shadowgun as a weapon for now. You will use the Asson much later for more interesting purposes.

4. COLLECT TWO MORE DARK SOULS





The third Dark Soul is in a hut on high stilts in a large open pit filled with rock ramps and leathery walkways. You can reach the fourth Dark Soul by pushing a cable switch below the Temple of Life entrance then backtracking one area to cross the cable.

5. CHECK IN AT THE TEMPLE OF LIFE



Before you take the long trip back to the Coffin Gate outside the Wasteland, cross the bridge to enter the Temple of Life. This will store a short-cut in the Teddy Bear that you can later use to reach the temple.

THE ASYLUM

Beyond the locked Coffin Gate to Asylum are two more Coffin Gates. For now, pass by them and enter the Asylum. There you will find the Dark Souls required to go even deeper into Deadside.

1. ENTER THE THIRD COFFIN GATE



You can unlock a Coffin Gate when the meter on your Shadow Display shows that your Shadow Level has the same number of purple notches as a Coffin Gate. At this point, you'll have a high enough Shadow Level to open the gate to the Asylum.

2. ENTER THE ASYLUM VIA UNDERGROUND





After traveling through murky chambers, you'll come face-to-face with the Asylum, a gigantic mechanized building. Its front door is locked, so jump off the drawbridge to the right to sneak in underground through three lava-filled chambers.

3. COLLECT THE DARK SOUL



Past the lava chambers are dungeon corridors and rooms inhabited by burly figures who will charge you with hooks if they see you. Use the Asson to finish them off quickly. At the far end of this area is a Dark Soul.

4. FIND THE ENGINEER'S KEY





Backtrack from the Dark Soul a little to find the upward sloping path that leads into vent-like hallways. These will eventually drop into a room where the Engineer's Key lies on a pedestal. Insert it into metallic boxes to unlock doors.

5. COLLECT THE DARK SOUL





With the Engineer's Key, you can unlock a path into the room you saw through the vista port. There you can pick up another Dark Soul. While there, take the gondola to the Cathedral of Pain, register the location in the Teddy Bear, then return.

6. COLLECT THE DARK SOUL



The hall near the gondola leads to two chambers, one of which holds a Dark Soul. After opening the Govi and grabbing the soul, backtrack to the other chamber. There you must use the Engineer's Key to open the far door, which leads out of the Asylum.

THE TEMPLE OF LIFE

You can reach the Temple of Life from inside the Wasteland. But if you've visited the temple once, you can transport to there by using the Teddy Bear. Inside are lava-filled chambers that lead toward an inner sanctum where you can gain a higher maximum Lifeforce.

TRADE 100 CADEAUX FOR LIFE



Deep within the temple, you can enter a round chamber with five altars. Each can be used just once to exchange 100 Cadeaux for an extra maximum Lifeforce level. Plan to return here several times during your journey.



COLLECT THE BATON





Also within the Cadeaux-trading chamber is a central pedestal, which holds the Baton, a sword-like item which blasts Voodoo energy. It can also be stuck into the flag-flame pedestals to teleport elsewhere, though some go to fatal locations.

GAD TEMPLE ONE

By now you'll have a high enough Shadow Level to enter Gad Temple One, where Les Soeurs de Sang (The Sisters of Blood) protect the device that will tattoo you with the Gad Toucher symbol.

1. FIND YOUR WAY TO THE TEMPLE



Back outside the Asylum area, unlock both Coffin Gates. Collect a piece of L'Eclipser from one. Then enter the other to access a maze. Head upward to a deep pool that leads to the entrance area of the temple.

2. SHOOT THE DOOR AND TRIP THE FIRST SWITCH





In the room with two upward-spiraling passages, shoot open the first blocked passage and trip the switch beyond. This will raise one of five ramparts in a great chamber off the spiraling room. It will also awaken the Sisters of Blood.

3. ACTIVATE THE SECOND AND THIRD SWITCHES





Shoot open the second blocked passage. Run up the stairs and jump the platforms inside to reach a high rampart switch. Return to the main room, then shoot open the third blocked passage to reach a room full of rafters, where the third switch is.

4. COLLECT THE DARK SOUL



Beyond another blocked passage that you must shoot out is a wooden walkway that spirals downward. About midway down, take a small detour into a room that contains a Govi. Shoot it with your Shadowgun, then collect its Dark Soul.

5. TRIP THE FOURTH SWITCH



At the bottom of the downward-spiraling walkway is a room covered with spikes that pop in and out of the floor. The fourth switch is on one wall. Activate it, but watch out for the Sisters of Blood that emerge nearby.

6. ACTIVATE THE FIFTH AND SIXTH SWITCHES





At the top of the main spiraling room is an open hallway that leads to a view of the adjacent great chamber. Trip the fifth switch behind you to raise the last rampart. Then drop to the floor and activate the sixth switch, which will shut off the rampart fire barrier.

7. COLLECT THE DARK SOUL



Once you've pushed the six switches, you will be able to enter the main temple by climbing the five ramparts to the high entrance. There you will also find a Govi. Shoot it with your Shadowgun to collect the Dark Soul.

8. ACTIVATE FIVE SWITCHES AND RECEIVE THE GAD TOUCHER





After crossing three trap-filled rooms, you'll reach the main Gad chamber, where you must push five wall switches at the sides of the chamber to fully lower the tattoo-making Gad device from the ceiling. Once it's down, enter it to receive the Gad Toucher.

USING THE GAD TOUCHER

Once you have the Gad Toucher, you can touch fire with your hands. This allows you to reach more areas. Later in the game, after you get two more Gads, other parts of your body will be protected, allowing you to travel to even more areas.

MOVE THE BURNING BLOCKS




To this point, you will have seen blocks that burn with a red symbol. Once you have the Gad Toucher, you will be able to push those blocks, which cover passages to new areas. Use the Teddy Bear to return to areas where you've seen these blocks.

EDGE ALONG FIERY LEDGES



In the Gad Toucher chamber, there is a ledge covered in flames. Once you have the Gad Toucher, you can grab on to such ledges without burning yourself, then edge your way along them to access areas that you couldn't reach before.

EDGE AROUND FIRE PEDESTALS




Back at the Asylum, jump left off the drawbridge. You will soon be blocked by a fiery pedestal. With the Gad Toucher, you can get around such pedestals by grabbing their rims and edging your way around them.

THE CATHEDRAL OF PAIN

Use the Teddy Bear to transport to the Cathedral of Pain, where you can use bizarre gateways to return to locations around Liveside where crazed criminals are on the prowl. You must somehow defeat them. But just how is part of the ongoing mystery of the game.

FIND THE THREE PIECES OF L'ECLIPSER

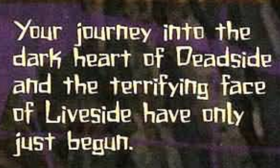
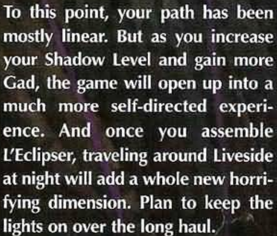


During daytime in Liveside, you don't have the advantages of your Shadowpowers. Agnetta will explain that you must collect three pieces of the mystical L'Eclipser to use your Shadowpowers in Liveside. You already have one piece—search for two more.

DEFEAT THE FIVE




Through the Cathedral of Pain, you will be able to travel back to Liveside, where you can encounter two members of The Five, a group of crazed criminals. Unfortunately, it will be daytime in Liveside, and you won't have the advantage of your Shadowpowers when fighting the lunatics Marco Roberto Cruz and Milton T. Pike.


Your journey into the dark heart of Deadside and the terrifying face of Liveside have only just begun.

To this point, your path has been mostly linear. But as you increase your Shadow Level and gain more Gad, the game will open up into a much more self-directed experience. And once you assemble L'Eclipser, traveling around Liveside at night will add a whole new horrifying dimension. Plan to keep the lights on over the long haul.






SIZE MATTERS







NINTENDO 64

EVERYONE
E
CONTENT RATED BY ESRB

SIZE REALLY MATTERS. When you're looking for the biggest fishing game on any system, look no further than **IN-FISHERMAN BASS HUNTER 64. IN-FISHERMAN BASS HUNTER 64** lets anglers of all ages experience all the action from the first strike of the day to the hunt for a monster, tournament-winning bass! Blending In-Fisherman's expertise with state-of-the-art technology, you'll never get skunked. **HEAD FOR THE GREAT INDOORS!**

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THE CHALLENGES

POKéMON PAPARAZZI

A piece of Pokémon food can make a Pokémon smile for your camera, but will your photo make Professor Oak grin, too? If your best shots of Scyther, Psyduck, Pikachu, Starmie, Zapdos or Mew are earning big points with the Professor, send 'em in to earn a spot in Arena.

MISSION ZERO

After completing all your missions, you'll receive a password right before the credits start rolling. That random code will unlock Mission Zero, and if you can complete it within the par time, photograph your results and report them to us pronto, space marine!

PINBALL CATCH 'EM ALL

Launch that ball and flip those flippers to rack up a high score in Pokémon Pinball for Game Boy Color. After catching as many Pokémon as you can and evolving them to boost your points, prove your pinball wizardry by sending us your record score.

#1

POKéMON SNAP

#2

QUAKE II

#3

POKéMON PINBALL



NP SCOREBOARD

F-ZERO

Best Times for Red Canyon I (Vol. 112)

Donny Wise, North Little Rock, AR	1:51.68
Jonathan Ross, St. Louis, MO	1:54.79
Jonathan Bryant, Burlington, NC	1:55.58
David Pursell, Santa Barbara, CA	2:00.10
Doug Fullerton, Milford, MI	2:10.65

BANJO-KAZOOIE

Best Times for Bubble Gloop Swamp (Vol. 113)

Jed Ryan Rivero, San Jose, CA	18:22
Gregory Athons Jr., Ogden, UT	20:19
Timothy Hartunian, Lakeside, MT	20:50

QUIZ

POKéMON CHAIN LINKS

If you have an idea for an Arena quiz and send it in, you could win Power Stamps just like Dan Thomson of Phoenix, Arizona, did. Dan put together this month's test, a Pokémon puzzler featuring answers that form a chain, with the last letter of one answer being the first letter of the next answer. Put your Pokémon knowledge to the test and see if you can link 'em all.

1. The 150th Pokémon — Mewtwo
2. Omanyte's evolved form — Omastar
3. Rattata's evolved form — Raticate
4. An Electric-type Pokémon found only in the Red version — Electabuzz
5. Alphabetically, the last Pokémon — Zapdos
6. Staryu's evolved form — Starmie
7. The only Pokémon with a palindrome for a name — Eevee
8. Exeggcute's evolved form — Exeggutor
9. The Safari Zone's Ground-and-Rock-type Pokémon — Rhyhorn
10. The female Nidoran's evolved form — Nidorina
11. An Ice-and-Flying-type Pokémon — Articuno
12. Numerically, the Pokémon before Gloom — Oddish
13. The punching-only Pokémon — Hitmonchan
14. Vulpix's evolved form — Ninetales
15. The scallop Pokémon — Shellder
16. Chain link number 9's evolved form — Rhydon
17. Nidorino's evolved form — Nidoking
18. Graveler's evolved form — Golem
19. The secret, 151st Pokémon — Mew
20. Bellsprout's evolved form — Weepinbell
21. The Pokémon that looks like the Loch Ness Monster — Lapras
22. The Fire-and-Flying-type Pokémon spelled backwards — Sertlom
23. Machoke's evolved form — Machamp
24. Where you can find the most answers in the game — Pokedex

QUIZ

PHOTO FINISH

Part of scoring big in Pokémon Snap is knowing what Professor Oak is looking for in a good photo. For the most part, he prefers centered, close-up pictures showing Pokémon in action and in rare form. When Professor Oak is through judging the two sets of photos below, which group of snapshots will he determine is worth more points?















POKéMON

Caught 150 Pokémon (Vol. 114)

Nick Amstutz, Klamath Falls, OR
Mark Balcerak, Kent, WA
Josh Belville, Nampa, ID
Cale Block, Weiner, AR
Eric Blood, State College, PA
Harry Bock, Johnston, RI
Michael Brown, Lions Bay, BC
Sean Brown, Spokane, WA
Jarrett Burkholder, Elburn, IL
Dara Chan, Memphis, TN
Andrew Cholerton, Oakland, CA
Carl Chute, Amherstburg, ON
Adam Coelho, Ludlow, MA
Geoffrey Colman, Manhattan Beach, CA
Wes Coon, Ooltewah, TN
Nathan Dale, Lake Oswego, OR
Paul Dochney, Haddonfield, NJ
Aaron Dole, Orrville, OH
Noah Dove, Apple Valley, MN
Josh Ellis, Evansville, IN
Victor Estorino, Miami, FL

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than October 10, 1999.

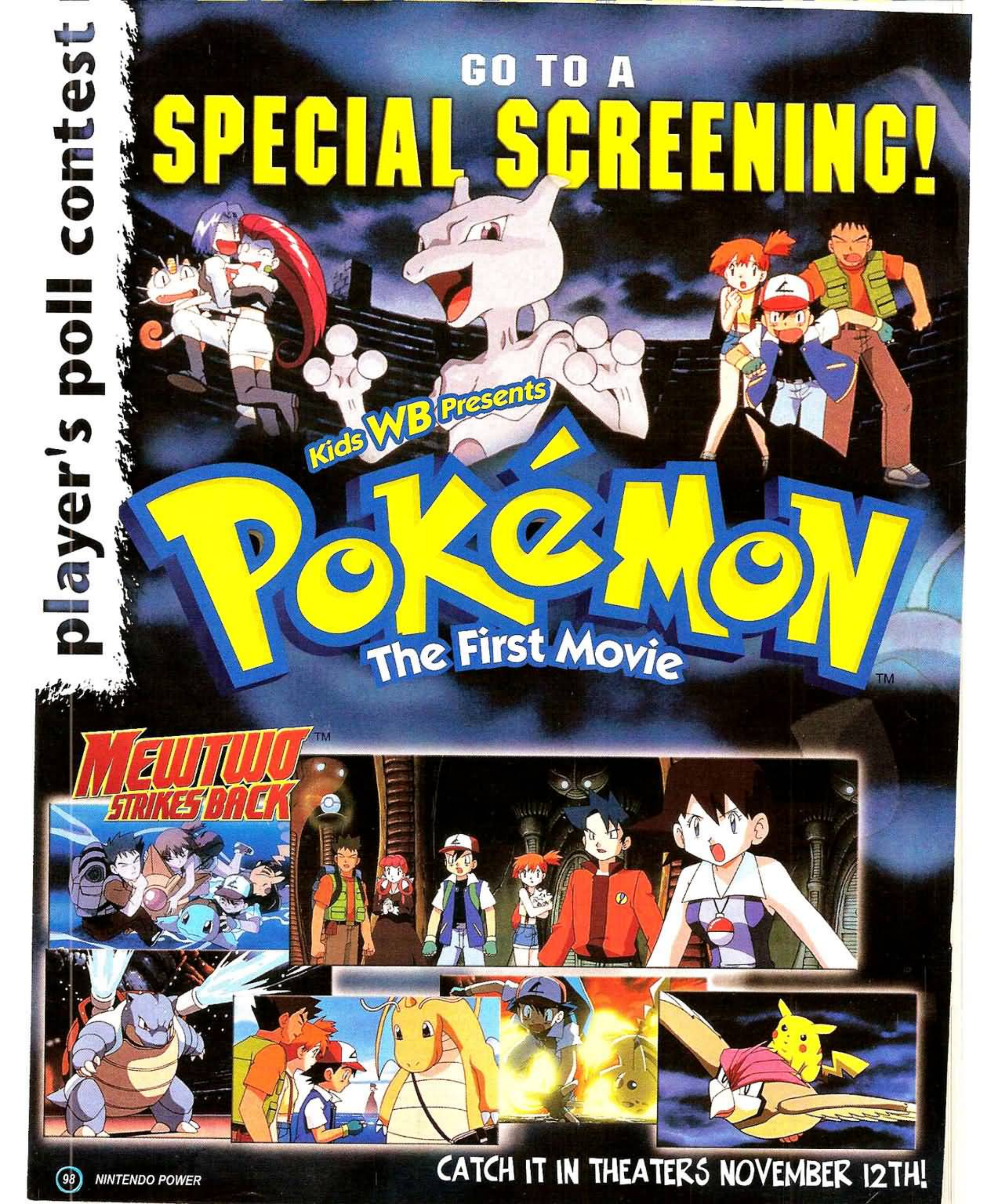
E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 123

WHO AM I?
Bulbasaur

WHICH IS MORE?

1. >	5. <
2. <	6. <
3. >	7. >
4. >	8. >


GO TO A
SPECIAL SCREENING!
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POKéMON
The First Movie
TM
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TM
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1 WINNER

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SECOND PRIZE

5 WINNERS

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POKéMON YELLOW
SPECIAL PIKACHU EDITION
FOR YOUR GAME BOY

THIRD PRIZE

50 WINNERS

NINTENDO POWER T-SHIRTS





YOUR VOTE COUNTS

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

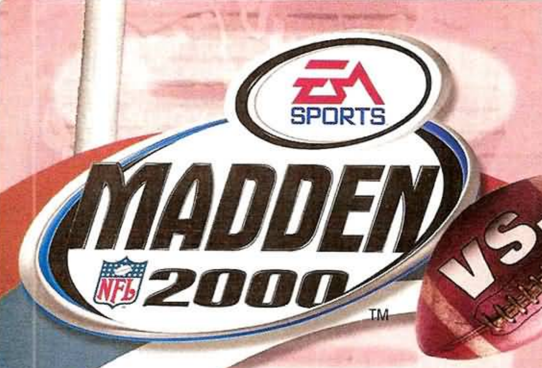
FILL OUT THE CARD AND SEND IT IN! WE'LL TALLY YOUR VOTE FOR THE POWER CHARTS AND ENTER YOU IN THE CONTEST!

OFFICIAL CONTEST RULES

No purchase necessary. Only U.S./Canadian residents (excluding Quebec and Rhode Island) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, fill out the Player's Poll response card or print your name, address, telephone number, Vol. 124 on a plain 3.5 x 5" card, and mail entry to Nintendo Power, Player's Poll Vol. 124, P.O. Box 97062, Redmond, WA 98073-9762.

One entry per household. Entries must be received by 10/1/99. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions, injuries, or damages caused by events beyond the control of NOA; or (c) printing or typographical errors in any materials. Entrants consent to being placed on a mailing list for promotional materials. On or about 10/15/99, winners will be randomly drawn from eligible entries. Canadian entrants may be required to correctly answer a skill testing question within a specified time period to claim a prize. NOA will attempt to notify winners by mail by 11/15/99. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 10/31/99) a list of winners, send your request to the address above. WA/VT residents may omit return postage.

Prizes: Grand Prize: A trip for two to Los Angeles to attend a special screening of Pokémon: The First Movie and a tour of Warner Bros. Studios. Approximate retail value (ARV): $3500.00. Second Prizes: Five (5) entrants will each win 11 passes to a screening of Pokémon: The First Movie and a Pokémon Special Yellow Pikachu Edition Game Pak, ARV: $85.00. Third Prizes: Fifty (50) entrants will win a Nintendo Power T-shirt, ARV: $20.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor, their parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. If under 18 winner must be accompanied by a parent or guardian. Airline and hotel accommodations will be selected by Nintendo in its sole discretion. Dates of travel are subject to availability. Winner is responsible for ground transportation to and from the airport and all applicable passport, visa, and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH claims, costs, injuries, losses, or damages SUFFERED BY YOU. Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA reserves the right to change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules that is deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect.



VS.

NFL QUARTERBACK CLUB™ 2000

WELCOME BACK TO THE NFL ON THE N64 AND THE FINAL SEASON OF THE 20TH CENTURY. THANKS TO A PAIR OF FOOTBALL SIMULATIONS FROM EA SPORTS AND ACCLAIM, YOU'LL EXPERIENCE EVERY HEART-STOPPING PASS AND BACK-BREAKING TACKLE AS IF YOU WERE ON THE FIELD. THIS MONTH, POWER SCOUTS THE TALENT IN BOTH GAMES.



MADDEN LIVES!

The Madden series has reached the ripe old age of ten years with this sequel. The name of Madden has always stood for a quality gaming experience, excellent play selection and a full-featured, realistic simulation. And John Madden's colorful commentary has always added the insight of the former coach and broadcaster.

JOIN THE CLUB

Acclaim's NFL Quarterback Club franchise has staked its future on being the most realistic sim of all. The development team thrives on sweating the details that turn QB Club into a virtual, televised, interactive experience. It's the best-looking pigskin sim ever, but does it measure up on the field?









A BANNER YEAR

Power begins its scouting report with a look at some of the improvements in the millennium editions of Madden and QB Club. Last year's offerings put the two franchises in a gridiron gridlock, but this year promises greater variation between the games.

THE LOOK



Madden 2000 has stepped up to the line with several improvements, including details such as TV first down markers and proportionate player models. Proportionate player models greatly add to the realism since real football players come in many sizes. Sideline action is also shown for the first time.



Acclaim added 1,200 new mo-cap animations and a High-Res Mode that rushes at 30 frames per second with the Expansion Pak. Without the Expansion Pak, players can choose lower levels of detail to increase frame rates. Impressive new tackle animations and details on player models add even more realism.

THE FEEL



One of the coolest improvements in Madden 2000 is that the height and weight of players influences how much yardage is gained during a collision or tackle. The same AI affects how good a small defensive player is at bringing down a big running back. This sort of realism has a definite impact.



Acclaim included more realistic tackles in QB Club 2000. Punishing wrap tackles are just one of the more dramatic animations you'll see. Players may also tackle high or low depending on their positions. And in the High-Res Mode, you'll see every motion in those tackles.

LET'S TAKE IT UPSTAIRS



As always, Madden features Madden. John Madden has made a career out of his football knowledge and colorful personality. The commentary in Madden 2000 is up to the normal Madden standard, but it should be noted that the comments do seem to repeat fairly often.



QB Club 2000 sports more contemporary sound with play-by-play from ESPN's Mike Patrick and color from CBS's Randy Cross. The announcers comment on the plays, not the players, for a more realistic broadcast sound. There's also a "Hyper" Mode for more colorful commentary.

FIELDS & TEAMS



The Madden series pioneered the practice of annually updating sports games. One of the most important elements of this practice is to provide up-to-date stadiums and rosters. Madden 2000 includes the new Browns and all 31 teams in the NFL in addition to 1999 player rosters.



QB Club 2000 also includes the new Cleveland franchise and all 30 existing stadiums, plus 1,500 players on the current rosters. Madden also seems to have up-to-date rosters, but both games were finished prior to the opening of the preseason, so changes may have occurred since then.

SMOOTH MOVES



The moves in Madden are courtesy of motion-capture sessions with Jamal Anderson of the Atlanta Falcons and Terrell Owens of the San Francisco 49ers. The moves look good, although the animation isn't nearly as fluid as that in QB Club 2000 with Expansion Pak enhancement.



The motion-capture for QB Club came from members of the New York Jets. The 1,200 new mo-cap animations include everything from tackles to jukes, and just about all of them are spectacular with the expanded RAM. Without the Expansion Pak (at high-res), the game runs as slow as molasses.



IN THE TRENCHES

Now we turn from the high-concept arena of new features to the nitty-gritty of game play down on the field. Both games proved themselves worthy of a hands-on session, but each has a very different feel and level of challenge that should appeal to different audiences.

AIR SUPERIORITY



Madden makes it easy to be an armchair quarterback. The easiest Controller setting puts all action commands on one button—all you do is pass and run. The more realistic configurations allow you to control the QB and choose your receivers. Timing is important as is the position and openness of the receiver.



QB Club's passing scheme is far more realistic and far more difficult to master. The selection of receivers takes place pretty much the same as in Madden, but once the pass has been thrown, the player has to push a "catch" button to haul in the ball. The timing of the catch makes this very tricky.

WHEN IT'S ON THE LINE



A lot can happen before the snap of the ball. In Madden 2000, one of the best options is to check your receivers. Another interesting option is the Coach Cam, which shows the blocking and running assignments for all selected players on the offense or defense. You can assign audible plays, as well.



Not to be outdone on the line of scrimmage, QB Club 2000 has a useful check left or right option for scanning your formation. But the best feature is the Hyper-Audibles. Players can call a custom audible at the line using the C Buttons to indicate the type of play, direction and distance.

COOL HAND JUKES



Jukes, turbo speed and spinning moves are all part of the running game in the NFL and in Madden 2000. The controls vary depending on the Controller configuration that you choose. The One-Button Mode also includes CPU-selected juke moves when your player is running.



QB Club's juke moves look as smooth as silk when the Expansion Pak is loaded. In fact, they look so good that you'll be tempted to use them all the time. Instead of using a turbo speed boost, Acclaim went for a sudden stop option. When a player stops, he can then move quickly in a different direction.

TEMPERS AND TAUNTS



Celebrations and taunting may be fairly commonplace in the NFL these days, but in Madden 2000, the only place you'll find this sort of unsportsmanlike behavior is in the Arcade Mode. You'll witness some in-your-face attitude on the field and on the sidelines in this mode.



Acclaim has taken the attitude out of the computer and put it into the hands of players. In fact, you can actually choose taunts following touchdowns or sacks using the C Buttons. Teams will celebrate big plays, as well. Both Madden and QB Club include the Falcon's "Dirty Bird."

PLAYING BY THE NUMBERS



The User Profile feature of Madden 2000 stores records for individual users. That means that your success on the field can influence season statistics for players. As for the numbers that the game tracks, the list includes awards, rankings, team and individual stats, and even All-Time Records.



The numbers are even more impressive on QB Club—more stats are available. In Season Mode, the game tracks teams and individuals, power rankings, season stats, weekly matchup rankings by category and more. In both games you can also view game stats at any time from the submenu.



IT'S LONELY AT THE TOP

Coaching isn't easy, but it's a big part of the strategy of a sim sports game. In Madden and QB Club, players also play the roles of coaches and front office managers, drafting players, making trades, editing playbooks and even creating plays or players.

THE BIG PICTURE



In addition to trading and managing teams, coaches in Madden 2000 can tweak the CPU AI, giving opponent coaches conservative, aggressive or moderate tendencies on offense and defense. You can also adjust the Run/Pass ratio. Salary is another consideration when making trades or signing players.



In the Manage Roster option in QB Club 2000, coaches have full reign to manage, edit and create players and teams. You can keep the Salary Cap On or Off, Trade Players, Sign Free Agents, and even stage entire NFL drafts. You'll also be able to set penalty threshold levels for both games.

TOE THE LINE



In both of these sims, player attributes will change over the length of a season. Injuries can take their toll, and in Madden 2000, your good play (or poor play) can influence player capabilities. Players also have hot and cold streaks in Madden, and coaches can edit player ratings over a season.



NFL Quarterback Club 2000's player attributes adjust during the course of the season according to the performance of the player. This adjustment works even with created players. Player injuries, penalties and weather conditions will affect game and season play, as well.

HITTING THE BOOKS



All sorts of playbook editing are possible in Madden 2000, and the coolest feature is the improved Play Editor. Although this editor isn't quite as versatile as the editor in NFL Blitz, it's still quite advanced. Players can create running or passing plays, adjust routes and set blocking schemes.



Creating a playbook in QB Club 2000 isn't the easiest job in the world. Part of the difficulty has to do with the number of choices, but the interface is also quite confusing. Even so, it's very cool that you can create your own custom playbook for a team that you create.

ON THEIR GAME



This year's Madden features a new Madden Challenge Mode. The Madden Challenge asks you to perform certain feats during a game. If you do them successfully, you'll earn codes for special teams such as the All-Madden Squad and various fantasy teams.



QB Club 2000's claims to fame are the Create-a-Player and Create-a-Team options. Both options give you an amazing degree of designer control over the look and style of your player or team. You'll choose everything from the type of face mask on your player's helmet to the color of your team's home jersey.

THIS DAY IN NFL HISTORY



The Madden franchise has been going strong for a decade, and for much of that time it has led the league in sales on everything from Game Boy to PCs. The games have evolved dramatically as technology has progressed, but the goal has always been to present the most realistic football experience possible.



QB Club may not have the pedigree of Madden, but it has a good sense of history with its Historical Sim Mode. This year's game includes a Custom Sim Mode in which players set the conditions that they have to beat. The game also includes dozens of historical teams from the past several decades.



THE BEST IN THE GAME

The development teams for Madden 2000 and QB Club 2000 didn't even agree on the top teams in the NFL. We've extracted the top ranked teams from both games in several significant categories for comparison. So who's number one? You'll have to play them to find out.

BEST OVERALL

1: FALCONS
2: BRONCOS
3: VIKINGS
4: COWBOYS
5: 49ERS

BEST OFFENSE

1: BRONCOS
2: PACKERS
3: VIKINGS
4: 49ERS
5: COWBOYS

BEST DEFENSE

1: COWBOYS
2: BRONCOS
3: SEAHAWKS
4: 49ERS
5: GIANTS

BEST SPECIAL TEAMS

1: BILLS
2: JETS
3: REDSKINS
4: FALCONS
5: JAGUARS

BEST OVERALL

1: BRONCOS
2: FALCONS
3: PACKERS
4: COWBOYS
5: 49ERS

BEST OFFENSE

1: 49ERS
2: VIKINGS
3: BRONCOS
4: JETS
5: FALCONS

BEST DEFENSE

1: BUCCANEERS
2: DOLPHINS
3: CHARGERS
4: PACKERS
5: BILLS

BEST SPECIAL TEAMS

1: COWBOYS
2: RAVENS
3: BUCCANEERS
4: PANTHERS
5: FALCONS



POSTGAME WRAP

Nintendo Power can't make an official endorsement for either game since each is a quality product with different features that will appeal to different segments of the football audience. Even so, our review team members do have some private thoughts on which game they prefer.



Madden 2000

SCOTT PELLAND

QB Club 2000 has amazing graphics if you use an Expansion Pak, but the camera is too far away even on the best setting, and the passing is unnecessarily hard. Even with clunkier graphics, Madden 2000 gets my vote because it's more fun, particularly in multiplayer matches, and I like the Play Editor.



NFL Quarterback Club 2000

KYLE HUNTER

Both of these games do an incredible job of simulating the look of an NFL game. Unfortunately, I think game play was sacrificed to achieve this outstanding level of realism. Despite the difficult new passing controls, I prefer QBC for its depth of options. Both will certainly appeal to the true fan.



Madden 2000

NATE BIHLDORFF

If you want a game that looks stunning but plays with the grace of Nate Newton, QBC is it. Even though Madden's Expansion Pak-less graphics look cruder, the fact is that Madden gives you more creative control and is much easier to play. My pick: Madden, because I prefer playing to watching.

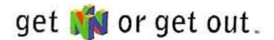


Madden 2000

DAN OWSEN

NES Tecmo Bowl set the standard of playability that all football games should aspire to, and of these two, Madden comes the closest to that lofty goal. It was easy to pick up and play, and it didn't require me to press a button to catch the ball! Graphically, QBC was much better, but it slowed down in spots.





Maximize airspeed to Wal-Mart before Sept. 30

Join the N Crew before Sept. 30 or lose out on a free Donkey Kong® 64 controller cover.* That's what the N Crew is all about—lots of cool Nintendo stuff free. Plus the inside scoop on upcoming games. Look for the "take one" membership pads in the Electronics Department at Wal-Mart. Grab one.



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PLAYERS CHOICE MILLION SELLER

Banjo-Kazooie

1080° Snowboarding

The Legend of Zelda: Ocarina of Time

Star Wars: Rogue Squadron

Yoshi's Story

The Legend of Zelda: Ocarina of Time

CHOICE TIPS AND TRICKS

They turned heads when they came out in 1998, and, one year and more than a few awards later, Banjo-Kazooie, Yoshi's Story, 1080° Snowboarding, *Star Wars*: Rogue Squadron, and The Legend of Zelda: Ocarina of Time are still worthy of a second look. To be sure, Nintendo is certifying all five blockbusters as Players' Choice games and rereleasing them at a new low, suggested retail price of $39.95 ($49.95 Canadian). And since each game overflows with secrets and tricks (prompting NP to publish a Player's Guide for each, with the exception of 1080°), a second look at their most elusive features is definitely worthwhile.



BANJO-KAZOOIE

When a witch steals away his sister, Banjo the honeybear straps on his backpack, stuffs his fine-feathered sidekick Kazooie into it, and sets out to free her in an unpredictable adventure where gamers control the two rescuers in tandem. Winner of two of 1999's AIAS Interactive Achievement Awards, including Console Action Game of the Year, Rare's BK is a must-have for any adventurer.



SECRETS IN THE SAND CASTLE

To give the bear and bird a boost of special abilities, plop some eggs into Leaky, the bucket who lives in Treasure Trove Cove. Once you've shelled him with your eggs, he'll drain the water that floods the sand castle. Inside, pound the word "CHEAT" followed by any of the code words listed to the right. As long as you've learned the move necessary for a particular cheat, such as using Gold Feathers, you'll enable its effects.



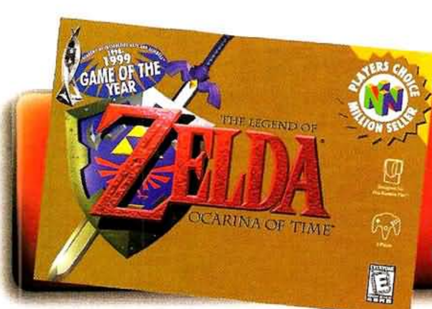
TREASURE TROVE CODES

Code Word	Effect
BANJOBEGSFORPLENTYOFEGGS	Unlimited eggs
LOTSOFGOESWITHMANYBANJOS	Unlimited lives
DONTBEADUMBOGOSEEMUMBO	99 Mumbo Tokens
NOWYOUCANFLYHIGHINTHESKY	Unlimited Red Feathers
GIVETHEBEARLOTSOFAIR	Unlimited Air
ANENERGYBARTOGETYOUFAR	Maximum Life Meter*
AGOLDENGLOWTOPROTECTBANJO	Unlimited Gold Feathers

*Warning: If you have a red Life Meter, the code will change it back to yellow.



THE LEGEND OF ZELDA: OCARINA OF TIME

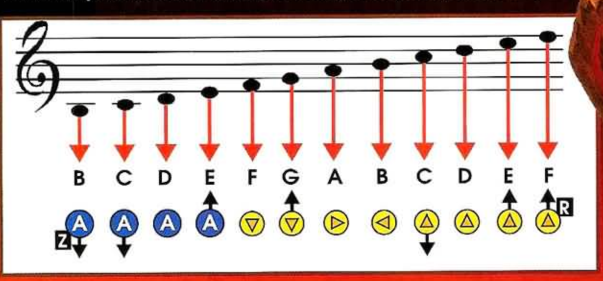


Only its new budget price is small. Ocarina of Time, which swept up five 1999 AIAS awards including Overall Game of the Year, is a monumental achievement that's big, big, big in every way. Spread over acres and years, Ocarina of Time follows Link, the game's time-travelling hero, as he swashbuckles from childhood to adulthood and back again.



HARMONY IN HYRULE

Instrumental in his adventure, the ocarina helps Link through song. To play your own music, refer to the measure below that charts out the button and Control Stick combos for every note in the ocarina's range. For sharps, also press R, and for flats, hit Z.



HAPPY MASKS

Once young Link shows Princess Zelda's letter to the soldier who guards the Kakariko Village gate, the Happy Mask Shop in Hyrule Market will open for business. At the store, Link can work as a sales rep, and if he hawks the right masks to the right people, he'll eventually whittle down the shop's inventory until he earns the right to use the prized, telepathy-powered guise known as the Mask of Truth.



The Keaton Mask is the first mask that you can borrow, and once you sell it to the Kakariko Village guard, you'll be allowed to borrow the Skull Mask.



Sell the Skull Mask to the lone Skull Kid in the Lost Woods after you've serenaded a Heart Piece out of him with Saria's Song.



The child in the Kakariko Graveyard emulates creepy gravedigger Dampé, and with the Spooky Mask, he'll be a dead ringer for him.



After completing your mission in Jabu-Jabu's belly, the man who'll buy the Bunny Hood will appear running laps around Hyrule Field.



Once you've sold the Bunny Hood, you'll earn the Mask of Truth that will help you hear clues from the Gossip Stones when you don it.



STAR WARS: ROGUE SQUADRON

During the interim between *Star Wars: A New Hope* and *Star Wars: The Empire Strikes Back*, Luke Skywalker formed a ragtag crew of pilots known as Rogue Squadron. Taking flight in LucasArts' flight sim shoot-'em-up, X-wings, Y-wings and even *Phantom Menace's* Naboo Starfighter become your means of transportation and destruction.



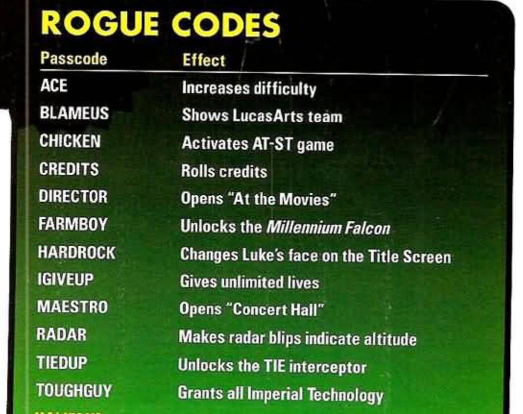
CODES FOR THE REBELLION

"Hey! I thought I was the best!" utters Luke Skywalker's competitive wingman Wedge Antilles at the end of many a heated battle. To maintain that friendly rivalry, you can always be the better pilot thanks to a fleet of codes that will keep you flying high and mighty amidst the rabid dogfighting in the skies above Tatooine, Hoth and even the Death Star. To activate the codes listed below, swoop into the Passcodes Screen featured in the game's Options Menu. All of the codes, except for TOUGHGUY, MAESTRO, DIRECTOR and the Naboo Starfighter cheat will reset once you shut off your game.









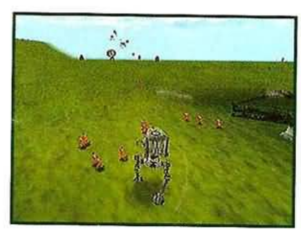
ROGUE CODES

Passcode	Effect
ACE	Increases difficulty
BLAMEUS	Shows LucasArts team
CHICKEN	Activates AT-ST game
CREDITS	Rolls credits
DIRECTOR	Opens "At the Movies"
FARMBOY	Unlocks the *Millennium Falcon*
HARDROCK	Changes Luke's face on the Title Screen
IGIVEUP	Gives unlimited lives
MAESTRO	Opens "Concert Hall"
RADAR	Makes radar blips indicate altitude
TIEDUP	Unlocks the TIE interceptor
TOUGHGUY	Grants all Imperial Technology
HALIFAX? then !YNGWIE!	Unlocks the Naboo Starfighter



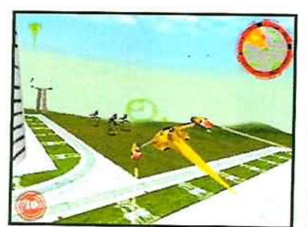
TIE INTERCEPTOR

Once you've unlocked the *Millennium Falcon* with the FARMBOY code, punch in TIEDUP to add a TIE interceptor to your squad. To find the ship in your hangar, pan to the *Millennium Falcon*, then push Up on the Control Stick. The TIE interceptor is one of the fastest ships in the far, far away galaxy, and you can test-fly it in most missions.



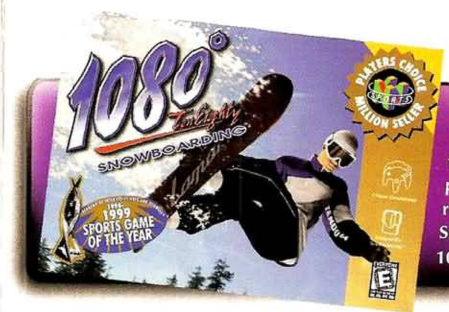
AT-ST

To activate the sole land-based mission in the game, type in CHICKEN. With the poultry passcode, you'll be able to control an AT-ST in a minimission. Use the Control Stick to steer, press A to increase speed, hit B to fire, and tap Z to swivel the All Terrain Scout Transport Walker's head.

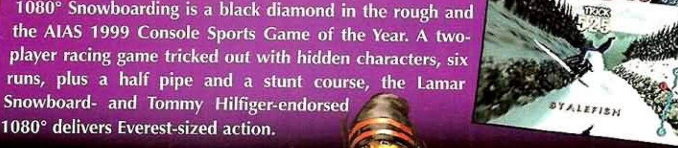


NABOO STARFIGHTER

To access the Naboo Starfighter from *Star Wars:* Episode One *The Phantom Menace*, type in HALIFAX?, select Enter Code, then type in !YNGWIE! and select Enter Code again. R2-D2 won't beep when you enter the two passcodes, but the ship will nevertheless appear in your hangar to the left of the X-wing.



1080° SNOWBOARDING



Snowballing into the pinnacle of extreme speed and stunts, 1080° Snowboarding is a black diamond in the rough and the AIAS 1999 Console Sports Game of the Year. A two-player racing game tricked out with hidden characters, six runs, plus a half pipe and a stunt course, the Lamar Snowboard- and Tommy Hilfiger-endorsed 1080° delivers Everest-sized action.

ICE MAN

To win the game, you must defeat the Ice Man on the Deadly Fall run in Expert Match Race Mode. If you manage to win and put your frozen foe on ice, you'll also win the privilege to play as him. Head to the Rider Select Screen in the racing mode of your choice, then highlight Akari Hiyami. Press A to view her stats, press and hold left C, tap A, then release left C to select your newly unlocked boarder.





GOLD ICE MAN

To play as the Gold Ice Man, race as Ice Man and defeat your gilded rival on the Deadly Fall course in Expert Match Race Mode. Once you've won, highlight Kensuke Kimachi on the Rider Select Screen. Hit the A Button to bring up his statistics, press and hold the top C Button, tap the A Button, release the top C Button, then select your board.



PANDA MAN

To unlock the Panda boarder, beat all of the default high scores listed for Time Attack, Trick Attack and Contest Mode. Once you've replaced the high scores with your own, schuss over to the Rider Select Screen and highlight Rob Haywood. Press A to view his statistics, then press and hold right C, tap A, then release right C. When you choose your board, a Panda head will appear in place of Rob's face.



PENGUIN BOARD

To ride on a penguin, perform every normal trick in Training. To complete the trick list without ever actually performing the stunts, perform the first trick listed at the top of the screen in Training's Half Pipe or Freeride. Before landing, hit right C, then select the trick that you want to get instant credit for. Complete all tricks, select a board, then tap bottom C, A, then A for the Penguin.



PANDA MOVES

Trick	Button and Control Stick Combo
Front Flip	R+↑
Back Flip	R+↓
Panda Tweak Front	↻+→+R
Panda Tweak Back	↺+←+R
One Foot	↓+B



YOSHI'S STORY

There's something to be said about the unparalleled 2-D action of classic side-scrollers, and Yoshi's Story rewrites the book on the genre, pushing its limits to "2-½-D," a format that mingles 3-D elements with 2-D platformer sensibilities. And like a good book, Yoshi's Story, with its hazards and hidden collectibles, is hard to put down.

A FEW OF THEIR FAVORITE FOES

With a rainbow of Yoshis at your disposal, you can close the book on Baby Bowser's plot in numerous ways as you chart your own path through the game's six worlds. Color coordination is a must for the Yoshis, and feeding them foods and pitting them against enemies that don't match the color of their dino bodies will earn you fewer points. The enemies pictured below are partnered with the Yoshi who'll earn you the most points for defeating the foe, so choose your Yoshis wisely before entering any world.



BUMPTY

CHEEP CHEEPS



FROG



GABON



ICK WORM



PUFFER



TEHEE BUTTERFLY

BLACK YOSHI AND WHITE YOSHI

If you find the hidden Black Yoshi and White Yoshi, they'll join your dino crew, and you'll benefit from their fight-all, eat-all attitudes. Unlike the other Yoshis, the Black and White ones are happy to eat any color of fruit or enemy, and they can even dine on chili peppers without coming down with indigestion. Black Yoshi's egg appears in levels 2-1 and 2-4, and White Yoshi's eggs lurk in levels 3-2 and 3-3. If you find one of the eggs and can keep it in tow until you finish the level, it will hatch and its Yoshi will become playable.



In level 3-3, Poochy & Nippy, dive into the red pipe to the left of the yellow pipe that's just a short walk from Poochy. On the other side, hurl an egg at the Mystery Ball.



In level 2-1, the Bone Dragon Pit, nab the Black Yoshi by licking a Tulip to rocket yourself onto a cavern ledge where a Mystery Ball contains the special egg.



Disney's TARZAN™

Grab a vine and hold on tight! Disney's summer blockbuster swings onto the Game Boy Color with high-swinging action. This fun side-scroller springs to life with lush jungle colors that drench a world of tropical troubles.

EVERYONE E CONTENT RATED BY ESRB

THE LEGEND CONTINUES

With a little extreme sports attitude spicing up Disney's big-screen take on Tarzan, the legendary vine-swinger soared through the jungle at dizzying speeds. You'll need your Game Boy Color for this Activision platformer, which keeps pace with the movie as you take to the trees. Tarzan leaps through 23 levels as you hang with your ape-buddy, Terk, and rescue the English adventuress, Jane, after you swap your jungle-undies for a full-grown loincloth. Our tips will help you avoid the jungle pitfalls and defeat ape-poaching pirates and their khaki conspirator, Clayton. But when you're not trying to survive childhood and save your ape family, this Pak provides bonus fun with a Hide 'n' Seek game and a Paint 'n' Print Mode that will let your creativity run wild—and be printable with a Game Boy Printer.



WHAT'S AHEAD

You'll be springing through 23 levels in Tarzan, and our tips point out the different challenges you'll typically meet throughout the jungle. In most levels, you'll be searching for a specified number of bananas but won't have to collect them all. If you do, though, you'll earn an extra life.



Level 2: I'll Be the Best Ape Ever!

In levels where you collect bananas, you must finish the level by finding another character. Here you'll finish by searching for Terk, who will pop up in the upper-right section. You can reach that spot by climbing along the overhead greenery.



Squeeze by Puffer Fish



Puffer Fish swim in two pools in this jungle level. If you touch one, you'll lose one health point. If you're in a tight squeeze, wait until the fish loses its extra-big puff, then swim by.

Beware the Baboons



Among the quickest jungle animals, baboons will nip off a health point each time they touch you. If you time it right, you'll jump over a baboon before it jumps up at you, but just take a different route whenever possible.

Level 3: Monkeying Around

You'll swing through this level as Terk, so it's a fitting place to begin seeing the Terk-shaped health power-ups. Because full health is not restored at the start of each new level, pick these up only when you absolutely need them.



Sneak past Snakes



Snakes blend in with overhead greenery, so watch out for these sneaky reptiles. They'll sink their fangs into you if you come too close, and you'll lose one health point. You can sometimes run past them if you're quick.

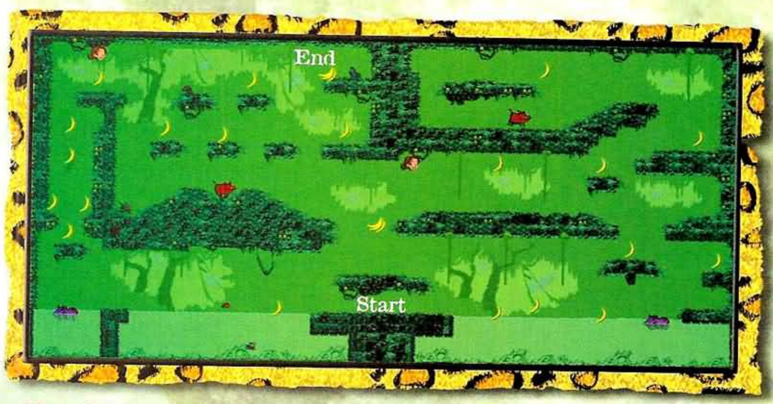
Bound over Boars



Boars trot blissfully through the jungle but will charge if they spot you. To avoid getting one health point trampled out of you, use a Power Jump to soar over the boar. In close confines, watch for overhead greenery to hang from.

Level 5: The Jungle Is My Playground

In this level, you continue as young Tarzan again, and bananas are spread over a complex course of branches hanging over water. Fortunately, there are few Puffer Fish in the water and two happy hippos willing to launch you upward into hard-to-reach spots.



Avoid the Birds



When you come near, birds will swoop at you, and many will follow you within a limited area. They'll beak out one health point if they touch you, so keep your distance until you have space to pass below them, then hurry out of their attention zone.

Hop from Hippos



Hippos will flip you higher if you jump on top of their heads. With the Hippo-hop, you should be able to reach the vines or branches that will let you reach new areas. If you jump by your own power as well, you'll be able to reach even higher spots.

Swing away from Baboons



Baboons will track you down once they're on your trail. Jump on a vine, if one's available, because you'll be protected from their monkey clutches while you're swinging. Often they'll leap into the void below you.

Bonus Level: Elephant Stampede

Just like in the movie, young Tarzan finds himself caught in a stampede of elephants. They rampage behind him as he blazes a path through the forest. In this game, Tarzan must leap over logs in his path as he grabs single bananas and banana bunches along the way. If he grabs all the bananas on the bonus level, he'll swing away with an extra life.

Grab the Whole Bunch



In this level, Tarzan is safe from the elephants' onward rush, always keeping just ahead of their feet. But the real challenge is to have the quick reactions to capture fast-passing bananas while leaping over logs that roll into your path.

Level 12: Tarzan vs. Sabor

In the movie, adult Tarzan takes on the ferocious leopard, Sabor, which both hunted down his human family and threatened his ape family. In this game, you must clutch your spear and swipe at Sabor until you cut its health down to nothing. This is a critical level in the game, because you cannot pass to the adult Tarzan levels without defeating Sabor.

Prime Your Reactions



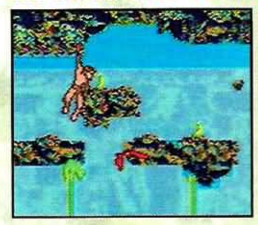
Don't lose your momentum to the stealthy Sabor. It prowls back and forth, leaping at you when it comes near. If you jump the first few times Sabor attacks, you'll have more time to study its pacing.

Level 17: Go out on a Limb

Young Tarzan had to run through the jungle, but adult Tarzan must scale great heights. In this late level, he needs to perch on small crags to rappel the waterfall. Precision jumps are a necessity, and swooping birds don't make it any easier.



Go Hand over Hand



Watch for the overhead growth that permits you to go hand-over-hand across empty voids. You'll need to cross them to avoid the loitering birds and to collect the life power-up in the upper-right corner.

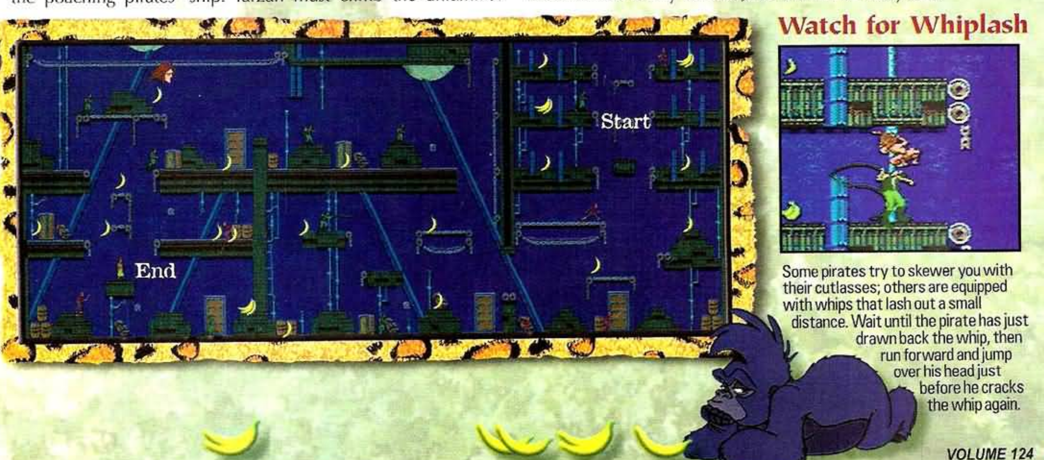
Swim Slowly and Safely



No matter how precisely you leap throughout the jungle sky, chances are that you'll take at least one accidental plunge into the waters filled with Puffer Fish below. You can stay underwater for long periods, so take your time navigating back out.

Level 21: Ship Escape

Late in the game, Tarzan and Jane become separated deep inside the poaching pirates' ship. Tarzan must climb the unfamiliar chains and crates while avoiding the armed pirates as he collects bananas and finally locates Jane within the mazy hull.



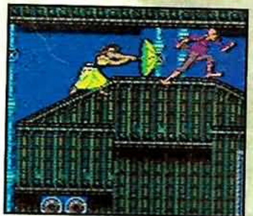
Watch for Whiplash

Some pirates try to skewer you with their cutlasses; others are equipped with whips that lash out a small distance. Wait until the pirate has just drawn back the whip, then run forward and jump over his head just before he cracks the whip again.

THE FUN CONTINUES

The final levels take you deep into the ship and back to the jungle for a confrontation with Clayton. And when the game is finished, Tarzan offers two fun play modes, Hide 'n' Seek and Paint 'n' Print, to keep things swinging.

This is Civilization?



In level 19, Tarzan is trapped in the pirate ship. With only Jane's parasol for defense, you must scour the ship's levels for the ape man.

Back to the Jungle



Tarzan again becomes separated from Jane in level 22. Crouch and crawl across the pirate-infested ship's deck in search of her—and freedom.

Tarzan vs. Clayton



In level 23, Tarzan finally faces off with Clayton, and you must lure the evil hunter up to the top of the trees, where he will meet his end.

Hide 'n' Seek

Tarzan and Terk are best buds, and they're the perfect playmates to hide in every nook and cranny of the English camp. One player takes the Game Boy Color and has 99 seconds to hide one character. Then the second player takes the same GBC and searches the camp with the second character. Players continue to alternate hiding and seeking, scoring points depending on whether the hidden character has been found or not in under 99 seconds. Spread throughout rocky mounds, camp gear makes moving around the area tricky, so with lots of territory to search, beating the timer can be difficult.

You Hide



Spots around the camp, whether marked by tents, crates or gear piles, will flash with an exclamation point if they're potential hiding places.

I'll Seek



The seeker must pause at possible hiding spots and wait while searching. With only 99 seconds to find the hider, the time lag can seem quite long.



Paint 'n' Print

You can create your own scenes with this fun mode. First, select a background from jungle scenes or a plain background with a grassy border. Then select images from the animal, movie character or prop category to artfully place on the screen. With the Game Boy Printer, you can print out your homemade Tarzan movie stills.

Pick Your Pictures



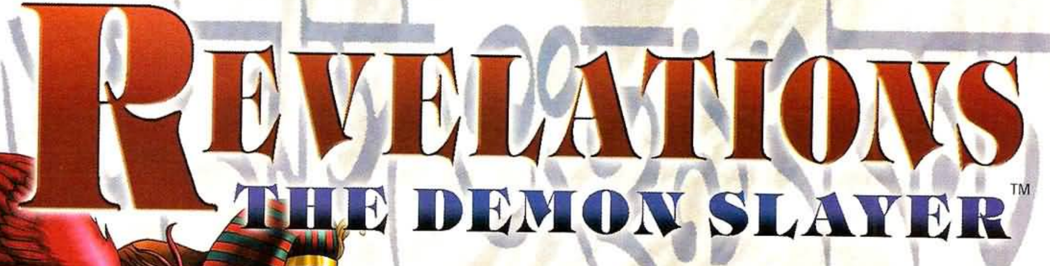
Select from pictures in all three categories. Animals and Props have lots of jungle flora and fauna, and Cast contains many of the movie characters.

Print Your Creation



Using the Game Link Cable, connect your Game Boy Color to the Game Boy Printer to print out your pictures—then you'll always be swinging with Tarzan.

You've studied the magical arts of Gaia. You've learned about the monsters that prowl the woods. But you couldn't be prepared for a conspiracy that will shake the foundations of everything you've been taught. Search your heart. Are you on a quest to become a Gaia Master—or a Gaia Monster?











A World Out of Balance

The latest Pak from Atlus goes deep into a fantasy world where you play as El, a student of magic seeking mastery but finding only confusion. Friends become your enemies; monsters become friends. Meanwhile your powers will grow, leading you toward fame—or fatality. With our walkthrough, cross the continents of this RPG playable on Game Boy, optimized for Game Boy Color and clouded with mysteries that will keep you guessing.

EVERYONE E CONTENT RATED BY ESRB

Zord HQ
Nest of Zord
Petroglyph
Dalo
Crotona
Atlantis
Shrine of Hypnos
Nova
Harappa
Meruha
Mt. Palo
Moila
Arrow
Remlia
Cave of Oasis
Shrine of Hypnos
Shrine of Hypnos
Inn
Cave of Cerberus
Jalawan
Shrine of Hypnos
Monster Nest
Tower of Magan
Ramuh
Monster Shrine
Monster Shrine
Cave of Petal
Inn
Mt. of Sages
Tilmun
Cave of Orthrus
Zord Castle

I: Beyond the Mountains

Monsters are wreaking havoc in the area around your hometown, Moila. Fortunately, you're ready to begin your quest to become a Gaia Master. You must prove yourself around your homeland, defeating a monster plot that stretches from Arrow to Mt. Palo. Only then will you be allowed to pass beyond the western mountains to continue your quest.

Random Monster Areas

As you enter different territories, you'll meet different groups of monsters. Above, we've marked the areas where you'll find these groups, distinguished by their experience level. Use the color groupings below as a general guide, though we don't list all the monsters within each level group.

Levels 1-8	Levels 9-18	Levels 19-27
Spider	Chimera	Cancer
Laluhn	Gozuki	Owl
Slime	Griffen	Wings
Heckett	Blue	Atlas
Lich	Banshee	Guy

Levels 28-36	Levels 37-45	Over 45
Medusa	Baram	Tsu
Nue	Salamand	Jinn
Hangman	M-Eater	Fury
Fenrir	Bones	Anubis
Radon	Scylla	Scorpio

1. Leave the Town of Moila



At first you won't have strong armor or weapons. Spend some time battling random monsters in the area just outside Moila. Once you win enough money, you'll be able to better equip yourself before straying far from your hometown.

2. Find the Lete Water



Cross the southern desert to reach Oasis, where you can collect Lete Water on the dock. In the desert, don't shy away from monster battles. You must continue earning experience throughout your quest to suceed against stronger monsters later.

3. Break into Arrow



With the Lete Water, you can break the Gaia barrier that blocks the entrance to the town of Arrow to the northwest of Oasis. In the town, you must defeat Jabba before you'll be able to explore Arrow. Before you leave, find the Medicine inside the town.

4. Cure Kishe



Go to Remlia and find the sick Gaia spell-caster, Kishe, who will get better and then join your party if you hand over the Medicine. If you renamed the "Friend" at the start of the game, you will see that name instead of "Kishe."

5. Save Zodia



Go to Mt. Palo and defeat the Devil to free an abducted local named Zodia, who will immediately depart. Then return to Remlia and get the Pass from the Orb guards. It allows you to pass through the West Shrine to cross the mountains.

Recruiting Monsters





Talk to monsters instead of fighting them right away. They might join your party. Different characters have varying success when chatting up monsters. Also, try using monsters to recruit other monsters for your party. Early in the game, recruiting monsters with Harpy and Tanki will be most successful.



II: Storming the Tower

The plot thickens once you cross the ocean to a southern continent. There you learn about the mysterious Hata and discover that the Priest of Ramuh has vanished into the Tower of Magan. After you build up your strength, you must battle through the well-protected tower and rescue the priest, Rafael.

1. Use the Shrine



Go to Meruha and upgrade your armor and shielding with a visit to the Armory, which stocks powerful armor and shields. Then go to the Shrine of Hypnos. It grants passage to another Shrine of Hypnos that's to the south across the ocean.

Shopping Around





Inside many towns, you may find a Weapon Shop, an Armory and an Item Shop. As you progress through the game, you will find ever more powerful weapons, armor and items at these stores. You will need to sell off your weaker items and purchase stronger ones to be any match for the tougher foes you'll later encounter.

2. Stop off in Jalawan



Visit Jalawan, near the Shrine of Hypnos, and check out what's in its Weapon Shop stock. Then go to the roof to speak with Hata, who has a unique view on monsters. This won't be the first time you'll meet Hata during your travels.

3. Rove Around Ramuh



Ramuh is a major town where you can prepare for some upcoming fights with visits to the local Inn and shops. Before you leave Ramuh, visit the Shrine of Ramuh to learn about your next mission: to rescue the priest Rafael from the Tower of Magan.

4. Maul the Minotaur



Spend some time building up your experience and cash reserves near the Tower of Magan, where the random monsters are tougher, then enter the tower and fight your way to the top floor. There, defeat the Minotaur to free Rafael.

III: Trouble in Tilmun

A mysterious race of monsters called the Zord are infiltrating the countryside. You must defeat them to rescue Rafael's daughter, Uranus. After that quest, you must journey to Tilmun, where you'll discover that the Zord are trying to obtain the powerful Fire Staff protected by a priest's family.

1. Receive the Sol Ring



After rescuing Rafael at the Tower of Magan, head back to the town of Ramuh. Enter the Shrine of Ramuh and collect the Sol Ring as your reward. This mystical ring allows you to speak with animals that you encounter in your travels.

2. Talk to the Animals



Go to Harappa, home of Uranus. If you speak with the animals, you will learn that she has been abducted by the powerful Zord monsters. If you renamed the "Heroine" at the start of the game, you will see that name instead of "Uranus."

3. Invade the Nest



The animals in Harappa will also give you the Black Key, which opens up the Nest of Zord on the northern continent. Go there and battle through to the final Zord who guards Uranus. Once it is defeated, Uranus will leave for Harappa.

The Best Battle Order



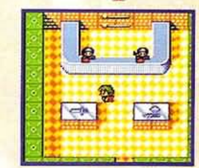
From the Sort Menu, use the Order option to switch the line-up of your six primary attackers. Put your toughest monsters at the top. Your opponents will tend to attack those at the top the most, which will leave your main characters (El, Kishe and Uranus) safer near the bottom of the list.

4. Go Back to Harappa



When you return to Harappa and talk to Uranus, she'll join your party. She is better than El and Kishe at monster recruitment and Gaia spellcasting, but she isn't as skilled at wielding weapons, at least until you build up her strength.

5. Explore Tilmun



Go to Tilmun, where you will learn about problems in the house of the local priest. Go to the Weapon Shop to get the Arce Sword and learn that Zodia, the person you saved at Mt. Palo, has passed through on the way to the Mt. of Sages.

6. Speak to the Sages



Go to the nearby Mt. of Sages. If you have full sets of bones for Dragon, Kirin and Amon, the sages will give Zombie versions of those monsters to you. The final sage will give you the Emblem, left for you by Zodia, who has already departed.

7. Find Triton



Return to Tilmun. The priest and his wife will give you permission to take one of the family dolphins to a nearby island to find their son Triton. Once there, defeat the monster Orthrus, then talk to Triton to receive the Fire Staff.

8. Return to Tilmun



Return to Tilmun again and talk to the priest's family. To thank you for finding Triton, they will give you permission to use another of the family dolphins. This one will carry you to another nearby island that hides the Zord Castle.



IV: Land of Conspiracy

Your quest to become a Gaia Master will become muddied after you encounter more Zords and eventually reach the northwest continent and the city of Atlantis. You'll discover that Rafael has been eliminated and that the Gaia Masters might be behind the deadly act. Soon, you won't know whom to trust anymore.

1. Crack the Castle



You can reach the Zord Castle by dolphin. You'll meet Zodia again, now allied with the Zord. You must defeat his companion, Morgan, before he will reveal secret details about a conspiracy. A bridge to the mainland will then appear outside.

2. Visit the Monster Nest



The bridge leads to part of the southern continent that you couldn't reach before. Go to the Monster Nest and speak with Hata and monsters to learn more about the conspiracy and the role that the city Atlantis plays in your mission.

3. Trade at Shrines



At the Monster Nest, you'll also learn about a "pleasant aroma" coming from the east. This refers to the Monster Shrines to the south and southeast. Visit them to trade any Magnetite you might have found in your travels for useful items.

Mastering Gaia





Your main characters will learn stronger Gaia spells as they travel farther, and monsters that you recruit later will also have stronger spells. You can get the best results by using certain spells against specific foes. For example, Blaze 2 has a strong effect on Jinn. Experiment for best effect.

Using Monster Fusion





Once you have the Combine spell, you'll be able to fuse two monsters into a new one. Examine all your monster combinations when you enter new monster territory. You might find great matches to help you overcome the tougher odds, and you might just create a super-powerful mutation by chance.

4. Search for Secrets



Near the northern end of the mountains, search for a hidden Faerie Cave that contains some useful treasures, then find the Cave of Cerberus. There you will encounter the strong monster, Cerberus, that will join your party if you defeat it.

5. Cross the Ocean



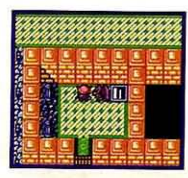
Using a Shrine of Hypnos to the west, cross to the northwest continent. In the city of Crotona, speak with a family to learn about Hilam in nearby Atlantis. Then visit a duck in the northwestern corner who has swallowed something unusual.

6. Explore Atlantis



The major city of Atlantis is full of weapons and items that you will want to buy. It's also full of conspiracy. Talk to Hilam then the priests and other locals to learn more. Enter the sewers to see the ugly underbelly of Atlantis.

7. Learn of an Abduction



The sewers contain useful items, but be sure to eventually head for the southwest exit, which leads behind Hilam's lab. There you will discover that Hilam has been abducted and taken to Dalo. Your source will give you the Jail Key.

Developing Your Heroes



As your main heroes earn experience, you will earn points to assign to their attributes. Build up different attributes to bolster their natural powers. For example, since Uranus isn't so good with weapons, pump up her Speed so that she can cast a quick healing spell before the others go into battle.

V: The Ultimate Evil

You must release Hilam to get a flying Ark, which will make shorter work of your investigation. After you crush the Zord offense and figure out just where the Gaia Masters stand, you'll need to prepare for the final confrontation with the ultimate evil that is hidden deep within the conspiracy.

1. Rescue Hilam



Go to the town of Dalo, where you must use the Jail Key to release Hilam. He will return to Atlantis but will tell you to meet him there if you want him to build you an Ark. Before you leave Dalo, get the Bard Pass from a monster.

2. Order an Ark



Return to Atlantis and take Hilam up on his offer. He will send you to Crotona to fetch Ark-building Lapis. After you return to Hilam with the Lapis, he will tell you that he needs time to build the Ark and that you should return later.

3. Crush Zord HQ



Battle your party up to higher strength through random monster encounters before heading for Zord HQ, found in a northern circle of stones. After you break in with your Bard Pass, you'll face a fight with Zodia and the powerful Mephist.

4. Explore the Southwest



Pick up your Ark from Hilam and fly to the southwest continent. Enter the Cave of Petal, where any Zombies that you had created at the Mount of Sages will be brought back to life, making the Dragon, Kirin and Amon into much stronger monsters.

5. Visit Sacred Trees



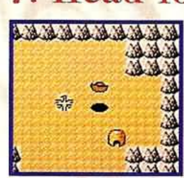
On the southwest continent, enter both Shrines of Sages. In one, defeat Mephist again. In the other, receive the ability to talk to plants, then fly the Ark to both Ramuh and the Monster Nest to get both halves of the Light Dew.

6. Enter Nova



Fly the Ark above an island in the center of the world. You will suddenly be teleported to Nova, where you'll learn more from Hata and the Goddess of Force. And, if you have Cerberus and Orthrus, they will be fused into super-tough Solion.

7. Head for Terra



Fly to a clearing in the mountains on the northwest continent. Visit the Shrine of Monsters there to learn some final secrets. Finally, fly through the Petroglyph—if you're ready to fight the ultimate evil face to face.

The Battlefield Beyond



After you've roamed the world and defeated the ultimate evil, you can compete against other players in Vs. Mode. With a Game Link Cable, connect two Game Boys, each with its own Revelations Pak. Pit your monsters against your opponent's for five rounds of weapon—slashing and Gaia-slinging action.

CHOOSE YOUR WEAPON. CHOOSE YOUR TEAM



Face hordes of monsters, search for treasure, avoid traps, pick up magic.



It's the arcade classic with all new power-ups and new bosses to defeat.



Be the warrior, archer, wizard or valkyrie. Each with unique skills and powers.

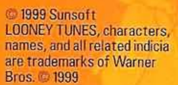


Battle the nonstop barrage of enemies as you try to defeat Skorne and reclaim the world.

Bugs, Daffy, and the rest of the Looney Tunes gang are stirring up trouble in Sunsoft's rerelease of this portable classic for Game Boy Color. Fun and adventure await, and th-th-that's not all, folks!

LOONEY TUNES™

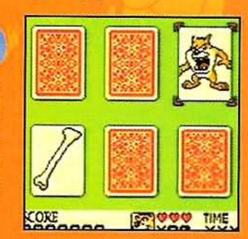






Toons With 'Tude

Looney Tunes received a thumbs up from us when it was released for Game Boy back in 1992, and the same goes for the colorized version. The game is a classic side-scroller in the best Mario tradition, starring a different Warner toon in each of the seven stages. Don't let the cartoon theme fool you—this Pak offers challenge galore, and you'll likely find yourself taking advantage of the unlimited continues.





ITEMS



CRYSTAL
This glittering Crystal is worth a whopping 500 points. You'll earn extra lives at 20,000, 50,000 and 100,000 points, so you don't want to pass any by.



INVINCIBILITY STAR
An Invincibility Star will protect you from harm for a short period. They're often placed in out-of-the-way spots, so if you barge through a stage, you may miss one.



TAZ TREAT
Taz is certainly a hungry little devil, but you can fill his tummy (and boost your point total) with this mouth-watering treat. As Taz says, "MmmMMMmmm-yummy!"



HEALTH POTION
Yessir, folks, Acme Health Potion is guaranteed to fill you with vim, vigor and vitality! One bottle will restore one heart on your health meter. Step right up!



EXTRA LIFE
This 1-Up icon is the rarest item in the game. Sometimes it appears in the open, sometimes it's hidden and other times you'll have to make daring, acrobatic leaps.

LEVEL 1 - SOUTH SEAS

Yosemite Sam and Co.





The first mini-boss in this stage is Yosemite Sam. To put an end to this rootin', tootin' varmint, just stand on the middle level and shoot as he walks forward. Other mini-bosses include Marvin the Martian and a dueling dino.

Stepping Stones




Use these overgrown parakeets as platforms to jump across the chasm. Daffy slides forward as he lands, so be ready to tap the Control Pad back the other way to avoid falling.

Feel the POW-er




After you defeat Marvin the Martian, use the Invincibility Star to run through the enemies and tumbling rocks in the next area. A fall is still fatal, so beware of holes and gaps.

It's Dynamite!




This puzzle has a bang-up solution! Bump the TNT block above your head to open the path. Jump ahead of the explosions and run on the remaining TNT blocks to cross over the cacti.

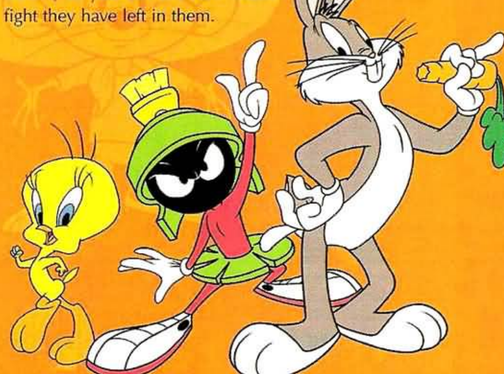
Weapon Upgrade




Paddle to the right and jump onto the ledge. Walk through the wall to find a more powerful frisbee. If you lose the game anywhere in this level, you'll also lose the upgrade.

BOSSES BIG & SMALL

Most of the stages have one major boss and one or more mini-bosses. The mini-bosses are easier to defeat, but the major bosses have health meters, so you can see how much fight they have left in them.



Extra Lives Trick




Collect the items and defeat all the enemies, but don't go to the next area. Run into the sea urchins to defeat yourself. When you reappear, you'll have three hearts.

Undertow




In some places, the current will push you into bottomless pits. Stand on the left edge and shoot the fish that appears. Swim up near the ceiling and paddle hard across the gap.

KING FISH





King Fish will swim around in circles, first on one side of the arena and then the other. Shoot King Fish and the little piranhas that it spits out of its mouth. Switch places with your foe and watch your back.

Jungle Jive




Every level ends with a bonus stage. In this one, collect as many of the falling Crystals as you can (while avoiding the falling rocks) before time runs out.

LEVEL 2 - STREET SMARTS

I Taw a Puddy Tat-I Did! I Did!





Tweety has no weapon, but he does have his wits and his wings. Keep moving to the right, and when Sylvester appears, fly up out of his reach. Flit back and forth to confuse him. If he does grab you, press A rapidly to break free.



Sufferin' Succotash!





You can't fly for more than a few seconds at a time, but you can outrun Sylvester, so stay on the ground in open areas. When you see an open manhole, just leap over it. Sylvester will "fall" for this trick every time!




Tweety Treat
Press A to make each card stop spinning. Match the cards to complete a figure: Bugs, Sylvester or Tweety. The timing varies, with Sylvester being the easiest.

LEVEL 3 - PILOT PORKY

Unidentified Frightening Objects





Look! Uh-fee-uh-fee-uh, flying saucers! This side-scrolling level finds Porky in a souped-up biplane fending off an alien invasion. The saucers won't pose much of a threat at first, but the action will heat up soon enough.

Rockets Red Glare





After the first wave comes a mixed squadron of saucers and rockets. Unlike the saucers, the rockets shoot back. Keep moving and remember that, in this hectic level, avoiding an enemy may be just as good as defeating one.



Bombs Bursting in Air





The third wave of the invasion includes Acme brand flying bombs. You can shoot them or let them blow up on their own. Either way, the explosion can turn Porky into smoked ham, so it's best to avoid the bombs altogether.

SHOOTING STAR

At the start of this two-part battle, shoot the witch's eyes to defeat her. When the witch's alien partner takes over, it will toss spoons and forks at you. Dodge the spoon, shoot the fork, and then shoot the alien's eyes.

C-c-c-crows!




Porky is in a real predicament. As you float through the air with the greatest of ease, use the Control Pad and the A Button to maneuver and grab Crystals.

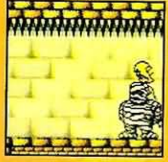
LEVEL 4 - TIME FOR A SNACK

Rraarr-ragh-thhhbbbpptt! Taz has level of own! Me am hungry, so me break through brick wall to find lots of Taz Treats. After me finish snack (timer run out real quick), you play "concentration" card game. Me no can figure it out, but maybe you can!

START

LEVEL 5 - HAUNTED MOUSE

Musical Mummy



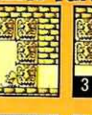

To wrap up the mummy mini-boss, shoot it or bounce off its head. The lowest step in the frog's room is actually a safe spot. Just stand and shoot!

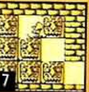
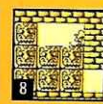
I Lava You




The Health Potion and 1-Up are tempting, but if you try to collect either one, the rising tide of lava will likely catch you. Andale, andale!

Puzzle Paranoia









This puzzling passage has brought more than one player to a screeching halt. To ensure that you're not turned into Mexican mouse paté, follow the photos above from one through 16. EE-hah!

Walk Like an Egyptian



This mummy will pace peacefully back and forth as long as you don't disturb it. If you attack, it will whip out a roundhouse kick faster than you can say, "Jackie Chan!"

Low Bridge!



It's actually easier to jump onto the second fountain than the first. When you land, be ready to shoot the nearby ghost. Next, jump to the fourth fountain and then to the platform.

Decisions, Decisions



If you need a 1-Up, jump into the left pit and press Left as you fall. If you're having trouble with the enemies in this stage, jump into the right pit and press Right to enter a secret room containing a Health Potion and a Star.

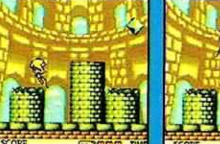
TOOTHSOME TERROR





Your star shots won't have any effect on the Count at first. Jump on his undead head to stun him, being careful to steer clear of the swarming bats. When the Count changes into a bat and swoops at you, jump over him and fire.

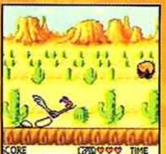
Mexican Jumping Mouse



Once again, you must collect as many Crystals as you can before the time runs out. You can bounce off the tops of the pillars for extra height and range.

LEVEL 6 - WAY OUT WEST

The Coyote's After You





The Road Runner stars in this short but very challenging stage. As the landscape zips by, jump over the boulders that come tumbling at you. You can stand on a boulder without taking damage, but it's a precarious perch.



Beep! Beep!
To catch as many Crystals as possible, always return to the bottom-center portion of the screen. The closer you are to the top of the screen, the faster the Crystals go by.

If He Catches You, You're Through



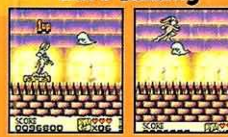


The best time to jump on Wile E.'s head is right after he throws an object. If you can't jump safely, just dodge and wait for the next opportunity. You can sometimes duck behind him to avoid cannon fire, but it's not always safe.



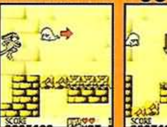
LEVEL 7 - HARE BEWARE

Hare Raising



What's up, Doc? When the spikes start to rise out of the floor, grab the 1-Up, and, in the same jump, use the ghost as a trampoline to bounce your way to safety.

Hare Trigger




You've seen collapsing bridges before, but this one is equipped with a hidden trap. Walking on the center bricks will cause three spears to shoot out of the ceiling.

The Gang's All Here





In this stage, Bugs must face many of the mini-bosses from the previous stages, armed only with his wits and a frisbee. The mini-bosses will use the same tactics as before, so you probably won't have much of a problem.

Between a Rock and a Hard Case





This little guy's only weapon is a big boulder. If you can put yourself between him and it, you'll have a good opportunity to sock him with the frisbee. If he tries to charge past you, jump onto or over his head.

Just Keeps Rolling Along





Grab the 1-Up and then bunny-hop as quick as you can down the tunnel. A huge rock will come tumbling after you. When you reach the bottom of the shaft, press to the Right to avoid the small bed of spikes on the left.

IT'S WABBIT SEASON!





Elmer's shotgun fires three pellets at a time. Dodge as best you can and bounce off his head—your frisbee won't do much good here. If you're not careful, ol' Elmer may finally have the "fwicaseed wabbit" he's wanted for years!

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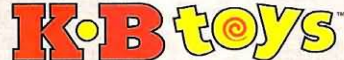
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Déjà Vu I & II™

Kemco's latest Game Boy Color release contains not one, but two juicy murder mystery adventures, straight out of a pulp thriller. As private detective Ace Harding, you must race against time and the cops to beat a bum rap and find the real killers!

EVERYONE
E
CONTENT RATED BY ESRB

It's Like Déjà Vu All Over Again

In case you hadn't noticed, the aptly named Déjà Vu games are actually blasts from Kemco's past. Déjà Vu was originally released for the NES back in 1985, and though this first-person adventure was fairly popular at the time, the sequel was released only as a PC game. Now Kemco is combining Déjà Vu and Déjà Vu II: Lost in Las Vegas in a special combo Pak, and it's just a nice bit of irony to have them rereleased for Game Boy Color. Both titles have aged gracefully. The game play is simple, but the first-person format and involved plots quickly hook you into the unfolding mysteries. The games aren't particularly long, but novice detectives will have to work a bit at following the clues and putting all the evidence together.





Just Like Bogie and Bacall

Both Déjà Vu games have an easy point-and-click interface. Use the Command icons and the hand-shaped cursor to interact with the environment. To move around, click on the Move icon and then on an area of the main screen or one of the minimap squares.



The Main Screen

This is where most of the action happens. Not every object can be picked up or used, but you never know until you try. Some commands may not work until you've tried others.

You

This icon represents you, private detective Ace Harding. To use items on yourself, first click on a Command icon, then click on the item, then click on yourself. This icon has expanded functions in Déjà Vu II, which we'll explain later.







Save

Saving the game from time to time will save you a lot of aggravation; for example, save right after a big win at the slot machine or before making a risky move.

Move

Some moves, like walking through doors behind you or standing next to the car outside the bar, can be made only by clicking on the squares on the minimap.



Commands

To activate a command, place the cursor on the appropriate icon and press A. It doesn't hurt to try any command on any object; if you can't execute that particular command, the computer will let you know.

Look This command allows you to examine objects or read written material. To travel to different parts of the city, you must learn addresses by reading notes and memos.

Use This command allows you to manipulate objects or combine two items. For example, to unlock a door, you may need to use a specific key on it.

Take Use this command to pick up items or take them out of their containers. If a note is in an envelope, for example, you must take it out before you can read it.

Open Besides opening doors, coat pockets, cabinets, envelopes and the like, you can use this command to search a certain dead body (eewww!) you'll find in Déjà Vu II.

Close You don't have to bother closing doors or other objects most of the time. If you're a neat freak, though, feel free to close and lock up behind yourself.

Talk Most of the people you meet aren't worth talking to, but you'll need this command to tell your cabbies where you want to go. Talk to them, then use an address on them.

Hit Hitting first and asking questions later helps in some situations (the mugger comes to mind) but not in others. You can also use this command to press certain buttons.

Discard You won't really need Discard until you reach the end of the game. Fortunately, the computer won't let you drop anything that's crucial to solving the case.



Inventory

Your inventory is on a subscreen below the Main Screen. Press Up and Down on the Control Pad to switch between the screens. Press Right and Left to look over your Address, Open Item and Goods Screens.

Address Once you learn an address, it will be noted on this screen where you can't lose or forget it. When you take a cab, use an address from the list instead of the piece of paper the address was written on.

Open Item When you open an item, this screen will show what's inside. It's active only when you have an open item in your hand. If you move on to something else, an open item in your hand will close automatically.

Goods This screen shows what's at your fingertips, ready for use. When you take something out of your coat pocket or off a shelf, this is where it'll end up. There's no limit to how many things you can carry.



Déjà Vu – A Stranger in the Mirror

Trial and error is the best way to play Déjà Vu, but you'll still need a little help. For general hints, read through an account of the entire mystery (as told to us by Ace himself), shown in the boxes. For specific tips, check out the step-by-step guide on the next page.

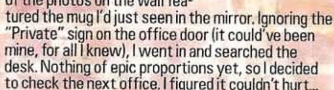
Have We Met Before?



I knew it wasn't going to be a good day when I woke up with a goose egg on the back of my head and blood all over my hands. Unfortunately, that's about all I knew. My name? Address? Phone? Fuggedaboutit! Looking for any kind of clue, I grabbed the stuff around me: coat, wallet, money, key—hey, nice lighter—and a .38 revolver. I wasn't going to sort this out in the men's room, so I pulled myself together and headed for the door. On my way out, I took a gander at the face in the mirror—okay, so it wasn't Mel Gibson, but it would do.



Joe's Bar







Operating on instinct, I went down the hall, through the bar (strange that it was closed at midday) and up the stairs. I couldn't help noticing that one of the photos on the wall featured the mug I'd just seen in the mirror. Ignoring the "Private" sign on the office door (it could've been mine, for all I knew), I went in and searched the desk. Nothing of epic proportions yet, so I decided to check the next office. I figured it couldn't hurt...

Corpus Delecti

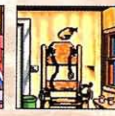
Well, maybe it couldn't hurt me, but somebody put the big hurt on a poor stiff named Joe Siegel. Did I do this? Or was somebody trying to set me up? I searched the body and desk, and came up with a few clues.



Up the Fire Escape

Somehow I knew there was a third floor in the building, but I hadn't seen any stairs leading up. On a hunch, I opened the window and clambered up the fire escape. What I found in the room above was straight out of a B movie. The chair looked anything but easy, and somebody had been fooling with truth serum—maybe on me? I didn't want to risk being caught with the drugs, but I picked up the empty capsules from the trash.





Secret Elevator

I pressed the button for the elevator, and to my surprise, it was actually running. I didn't know what I would find down below, but I took a stab in the dark and hit the second floor button.



One-Armed Bandit

So, the late Mr. Siegel had been running an illegal casino, eh? Maybe I could start changing my own luck right here. I needed cash, so I tried my hand at the left-hand slot machine until I had 30 coins.



Explosive End?

I took the elevator up to the second floor then made my way to the street. The sedan out front was rigged to blow if I started it—maybe insurance against me. I checked the glove box, then I checked out.





Hit the Streets

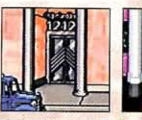




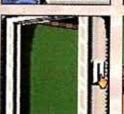
It was only a matter of time before either I collapsed from the bump on my noggin or the cops picked me up for Siegel's murder, so I hoofed it to the left down Peoria Street, looking for a cab. Talk about street life! I ignored the homeless guy, but the mugger and the crazy broad with the gun? I decked them both and moved on. After a quick stop to pick up a couple of extra .38 rounds, I finally found a ride.

Siegel's Apartment

The punch card in my wallet got me into Siegel's swanky West End pad. Too bad all his money couldn't stop a bullet. I didn't find anything at first, but on the fireplace, I came across a photo of a cute little brunette. Bingo! There was an address on the back. Maybe doll face could tell me more about dear, departed Joe.









Ms. Vickers's Place

The brunette turned out to be Ms. Vickers, Siegel's secretary. Her place was full of incriminating evidence, including a diary steamier than a dime-store romance.



Miracle Cure

With my head pounding worse than ever, I hopped another cab to Dr. Brody's office on Sherman Street. When the cabinet wouldn't budge, I shot out the lock. Finding info on how to cure myself, I put some of the good doctor's bisodium in the capsules I found earlier. After three doses, I was my old self again!



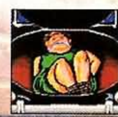
Office Ambush

I suddenly remembered that my office was right upstairs—and I could hear someone in it. The guy behind my door went for his piece, but I was just a hair faster. I grabbed one of my files and took off.



The Fat Lady Sings

Back at Joe's Bar, I cleaned out the office safe and then freed Mrs. Sternwood from the trunk of the sedan out front. After a dose of sodium pentothal, she sang like a 400-lb. canary.



The Sternwood Estate

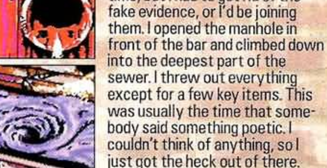




According to the diary and the other evidence I found, Vickers and a guy named Sternwood wanted to run off together. They stuffed Mrs. Sternwood in the trunk to get her out of the way, offed Joe for his money, drugged me, and then planted fake evidence that pointed straight at yours truly. I needed just a bit more to get the goods on them, and I had to go to Sternwood's estate for it.

A Dirty Job



I had enough to send Vickers and Sternwood up the river for a long time, but I had to get rid of the fake evidence, or I'd be joining them. I opened the manhole in front of the bar and climbed down into the deepest part of the sewer. I threw out everything except for a few key items. This was usually the time that somebody said something poetic. I couldn't think of anything, so I just got the heck out of there.

All's Well

Police HQ was one block to the right of Joe's Bar. Imagine the cops' surprise when I gave them the case wrapped up, all nice and neat. The papers called me a hero, and I didn't argue with 'em.




SPOILER WARNING:

Be warned that the paragraph below is a step-by-step breakdown of the entire game. This sequence describes the most efficient way of solving the mystery, and it skips over unnecessary actions and areas. Good luck, Ace!

Step-by-step Guide

Open the coat • Take everything inside • Take the gun • Open the door • Leave the stall • Look in the mirror • Leave the room • Open the door on the right • Go into the bar • Walk up the stairs • Open the door • Enter the office • Open the desk • Take the envelope • Open the envelope • Read the note • Use Key 1 to open the door • Enter the room • Open Joe's pocket • Take Key 2 • Open the desk • Take the pencil and Key 3 • Open the window • Go out the window • Go up the fire escape • Open the window • Enter the window • Open the wastebasket • Take the capsules • Look at the bottles • Hit the elevator button • Enter the elevator • Hit 2nd floor button • Exit the elevator • Use your coins on the left-hand slot machine • Play until you have 30 coins • Enter the elevator • Hit the 3rd floor button • Exit Joe's office • Exit outer office • Walk down the stairs • Use Key 3 on the front door • Leave the bar • Use Key 2 on the car door • Enter the car • Open the glove box • Take everything • Read everything you find • Walk left twice • Enter the gun shop • Take two .38 bullets • Exit the shop • Walk left • Enter the cab • Talk to the driver • Go to the West End address • Use your coins on the pay slot • Exit the cab • Open the door and enter the apartments • Use the Card on the elevator • Enter the elevator • Use the Card on the slot • Enter Joe's apartment • Take the photo on the fireplace • Look at it • Go back to the cab • Go to the Kedzie address • Use your .38 on the door • Enter the house • Take the papers on the nightstand • Open the drawer • Take Key 5 and the diary • Go back to the cab • Go to the Sherman address • Enter the building • Walk down the right-hand hallway • Use Key 5 on the door • Enter the office • Try to open the cabinet • Shoot the cabinet • Read all the files • Take all of the bisodium (Meds 6) • Use one of the Meds 6 on the capsules • Use the capsules on yourself • Repeat procedure twice • Take one bottle of sodium pentathol (Meds 1) • Use your bullets on the gun to reload • Exit the office • Go back down the hall and up the stairs • Fire at the shadow • Use Key 5 on the door • Enter the office • Open the cabinet • Read all the files • Take File 5 • Exit the building • Go back to Peoria • Walk to the right three times • Enter the bar • Go up to Joe's office • Use Note 3 on the safe • Take the box and folder • Open the box and take Key 4 • Open the folder and take Note 1 • Read Note 1 • Exit the building • Walk to the car trunk (use minimap) • Use Key 4 to open the trunk • Take the gag • Use the pentathol on the capsules • Use the capsules on Mrs. Sternwood • Go back to the cab • Go to the Auburn address • Open the mailbox • Take the envelope • Read Letter 1 • Go to the door • Hit the knocker • Hit the butler • Go upstairs • Open the door on the left • Open the drawer • Take the memo • Exit the house • Use the pencil on the memo • Read the memo • Go back to Peoria • Go back to the street in front of the bar • Open the manhole • Enter the sewer • Go down • Enter the pipe • Go down (use minimap) • Drop everything that the computer will allow • Exit the sewer • From the bar, walk one block to the right • Open the door to the police station.

The Fat Lady Hasn't Sung Just Yet...

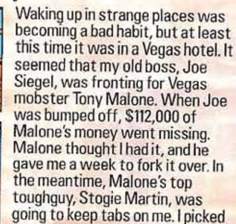
Déjà Vu II – Lost in Las Vegas

Déjà Vu II plays much the same as the original game, but it has a couple of new options. You can use clothes on yourself to take them on and off, and you can use the flashlight on yourself to turn it on and off. Just remember to switch it off to conserve the batteries. Once again, we turn to Ace Harding to give you the play-by-play of his second startling adventure.

I Didn't Feel So Lucky






Waking up in strange places was becoming a bad habit, but at least this time it was in a Vegas hotel. It seemed that my old boss, Joe Siegel, was fronting for Vegas mobster Tony Malone. When Joe was bumped off, $112,000 of Malone's money went missing. Malone thought I had it, and he gave me a week to fork it over. In the meantime, Malone's top toughguy, Stogie Martin, was going to keep tabs on me. I picked up what evidence I could in the room, threw my clothes on and went down to the casino.

All Aboard!




If I was going to find Malone's dough, it would be back in Chicago, but I didn't have enough for train fare. I bought some chips and played blackjack until I had about $80. After that, I hoofed it to the train station, one block to the right of the hotel. If I'd gone any other way, I would've gotten lost in the desert. The train schedules change all the time, so I checked the board above the baggage desk and found the correct track. I barely had time to board and pay the fare before the whistle blew.



My Kind of Town




Back in Chicago, I breathed a little easier. Being on my home turf made me feel better—until I saw the headlines. I bought a paper off the lower newsstand rack and read about the murder of Thomas Bondwell, an associate of the late Mr. Siegel.

Home Again





The only bright spot so far that day was finding my old pal, Gabby, sitting in his cab outside the station. He gave me a lift back to my place on Adison, where I found a bigger mess than usual. Stogie Martin had gotten there ahead of me, looking for Malone's money. I didn't have it, but I knew where to start looking. I didn't bother checking my mail (it would only be bills, anyway), but grabbed some extra ammo, a knife and other items.

Joe's Bar










I didn't have the key to Joe's Bar anymore, but that wasn't going to stop me. I ducked down the alley alongside the building and jumped up onto the fire escape. I knew Joe's safe was empty, but I guessed he had another hiding place. Ah, clever Joe—the key was in the phone all along, eh? I scrambled back down to the alley and popped the lock on the back door with my knife. Then all it took was a push on the fake wine bottle in the cellar to open the secret passage, and I was in the casino. The last time I was here, I thought the right slot machine was busted, but I should've known better. Inside the machine was a diary showing payoffs to key gangsters. There was also a calling card—Sugar? Great, just great. Having my ex-girlfriend, Sugar, somehow mixed up in this crazy mess was just what I needed!

Sugar's Shack

Gabby dropped me at Sugar's Shack (don't blame me, that's what she calls it), where I found a cop's uniform and evidence of police corruption. I grabbed everything I could and hightailed it out of there.

The Morgue





The picture was starting to come together, but what I still didn't get was Bondwell's connection to the missing money. I knew the coroner wouldn't cooperate with a two-bit gumshoe like me, so I changed into the flatfoot's uniform in the cab. It worked like a charm. I walked into the back room of the morgue, grabbed Bondwell's toe tag and used it to claim his belongings from the morgue clerk. Inside his wallet was a ticket for baggage claim at the Las Vegas train station. Something told me I was going back to the desert.

Viva Las Vegas!

By now the plot is thicker than wet cement, and it's going to take all of your deductive skills to find Malone's missing money and save your own skin in the process. If you remember to look at everything, open everything, take everything, use items on each other and save often, you just might live past Malone's deadline. If not, you might find yourself at the bottom of a river wearing cement shoes!

CUT TO THE CHASE

CHASE H.Q. Secret Police

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EVERYONE E CONTENT RATED BY ESRB

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NINTENDO 64

NFL BLITZ 2000

The Blitz is on from Midway for the N64.

GRAPHICS: The overall look of this year's Blitz is very much like the original. The animations of tackles and taunts give the game its fun edge.

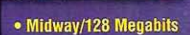
PLAY CONTROL: Simple and fast is the rule for Blitz games. You can preset audibles to give yourself more choices at the line of scrimmage. Choosing and running plays are easy, but some of the menu functions are a bit confusing. One-button passing is great.

GAME DESIGN: Blitz 2000 has several improvements, but the game is the same fast-paced, arcade football that made it a hit last year. Modes include arcade, tournament, and season. The Create-a-Play Mode is much improved.

SATISFACTION: Blitz fans will love this version with its new features and options. Since the rules vary from real football, simulation fans may want to look at Madden and QB Club, but for anyone who wants to pile on the fun, Blitz is the one.

SOUND: The color commentary in Blitz is another reason to love the game. Some of the comments are garbled, but most are cool and rude.

COMMENTS: Sonja–*It's easy to get started, and the play control and graphics are awesome.* Andy–*The arcade action of Blitz beats any sim on the market.* Nate–*The computer is actually a challenge to play.*



- Midway/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Create-a-Play Mode
- On-fire! option

OVERALL RATING 8.7

GRAPHICS 8.0

PLAY CONTROL 8.8

GAME DESIGN 8.6

SAT. 9.4

SOUND 8.0





HOW IT RATES

Blitz 2000 received an E rating from the ESRB with notations that the game has animated violence and mild profanity. The action and commentary emphasize attitude instead of sportsmanship.

NINTENDO POWER STAFF SCORES

- 9.8 → Sonja
- 8.8 → Andy
- 8.7 → Kyle
- 8.1 → Scott
- 7.8 → Nate







SHADOW MAN





OVERALL 8.3 RATING

Acclaim dares to enter the shadows in this N64 thriller.

GRAPHICS: The lengthy 3-D cinema scenes and action sequences in Shadow Man reflect the dark, mysterious nature of the game. The quality of animation is very high. Shadow Man also features exceptional lighting effects.

PLAY CONTROL: Some of the controls aren't intuitive so you should read the manual carefully to learn how to manipulate inventory items and objects in the game world. Players can aim weapons using a first-person option. Shadow Man's moves include jumping, climbing and swimming.

GAME DESIGN: Although Shadow Man seems linear at first, the game begins to branch as you delve deeper. Soon, you'll be going back and forth between stages, fitting puzzles together and destroying evil enemies.

SATISFACTION: This is a fascinating gaming experience, but it isn't for everyone because of the mature nature of the story, graphics and game play. For mature players who like scary themes, Shadow Man is the best.

SOUND: The music is perfectly suited to the game and the amount of spoken dialogue is amazing and very clear.

COMMENTS: Scott–*The game and story are compelling, but be prepared for nightmares.* Jason–*Cinematically arresting and thoroughly creepy.* Kyle–*Really hard to see some of the graphics.*





- Acclaim/256 Megabits
- 1 player
- Controller and Rumble Pak compatible
- Expansion Pak enhancements

GRAPHICS 8.3
PLAY CONTROL 7.3
GAME DESIGN 8.6
SAT. 8.3
SOUND 9.4



HOW IT RATES
Shadow Man received a Mature rating from the ESRB for its animated violence, blood and gore. The adult themes including serial killers, voodoo and death may be even more disturbing to players.

NINTENDO POWER STAFF SCORES

- 8.9 → Jason
- 8.8 → Andy
- 8.3 → Henry
- 7.7 → Nate
- 7.5 → Kyle

GAUNTLET LEGENDS





OVERALL 7.8 RATING

Arcade wizards and warriors have a new challenge!

GRAPHICS: Midway did a good job recreating the graphics of the most recent arcade version of Gauntlet. Gauntlet Legends for the N64 includes rich textures and heroic animations. The camera automatically adjusts to the right angle and zoom distance depending on character movement and the number of players in the battle. There is some slow down when swarms of enemies are thick on the screen.

PLAY CONTROL: Most controls are easy and responsive. Players receive tutorial messages in the early levels, further easing them into the depths of this game. Midway also provides Controller options.

GAME DESIGN: Gauntlet for the N64 lives up to the grand tradition of previous Gauntlet games and adds more areas and characters to those found in the arcade version.

SATISFACTION: In the arcade you wouldn't be able to save your progress and come back at your leisure with as many friends as necessary to complete a stage or the game. In the N64 version, all that is possible.

SOUND: Quality music and sound effects add to the wizards and warriors feel.

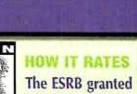
COMMENTS: Andy–*This Pak may be a button masher, but it's a blast.* Sonja–*It's very true to the arcade game.* Henry–*It's very, very challenging. Multiplayer rules!*





- Midway/128 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- 2 all-new areas for the N64

GRAPHICS 7.6
PLAY CONTROL 7.3
GAME DESIGN 7.9
SAT. 8.4
SOUND 7.4



HOW IT RATES
The ESRB granted a rating of T to Gauntlet for its animated violence and animated blood. What is animated blood, you might ask? It means that goblins spurt blood when chopped to pieces.

NINTENDO POWER STAFF SCORES

- 8.7 → Jason
- 8.3 → Scott
- 8.1 → Andy
- 7.5 → Nate
- 5.8 → Kyle



GEX 3: DEEP COVER GECKO

NINTENDO 64



Gex flies high as the ultimate gentlelizard spy.

GRAPHICS: The details like the signs with silly sayings or the fun animations of even the least important characters are what set Gex apart from most 3-D platformers. The development crew did a smashing job of imagining fun worlds, costumes and characters for Gex's second N64 adventure.

PLAY CONTROL: Perhaps the biggest lizard-leap up in quality from the original Gex game was made in the area of play control. An improved camera tracking system and better camera controls keep Gex moving easily through even the most complex stages. Even so, Gex handles a bit fast.

GAME DESIGN: Multiple mission stages give players more fun per game stage.

SATISFACTION: Gex 3 tail-whips all the right buttons—variety, humor, depth, graphics. The action challenge isn't overwhelming, but some of the puzzle elements will keep gamers exploring for hours.

SOUND: Dana Gould's comments are scripted so that Gex says his jokes at the appropriate time. The musical scores are parodies of familiar themes.

COMMENTS: Scott–*With its improved play control and great minigame missions, Gex 3 could be the surprise hit of the year.* Andy– *Minor camera problems can be distracting, but overall this is a great game.*





- Crave Entertainment/256 Megabits
- 1 player
- Controller and Rumble Pak compatible
- Exclusive N64 tongue swing
- Gex jokes by Dana Gould
- Teen rated



HOW IT RATES
The E rating of Gex 3 has the descriptors, "Mild animated violence and comic mischief." Comedian Dana Gould's verbal barbs might be another thing to consider for parents of young players.

GRAPHICS 7.8
PLAY CONTROL 7.0
GAME DESIGN 7.6
SAT. 7.4
SOUND 7.8

NINTENDO POWER STAFF SCORES
7.9 → Andy
7.7 → Scott
7.6 → Kyle
7.3 → Nate
7.0 → Sonja

TONIC TROUBLE

NINTENDO 64





OVERALL 7.4 RATING

Ed is finally ready to save the world on the N64.

GRAPHICS: Tonic Trouble has finally arrived, about six months later than Ubi Soft planned. Much of that time was spent refining important elements of the game, such as the camera tracking system. The funky characters and backgrounds have always been appealing, but in the finished game the smooth control lets you actually appreciate them.

PLAY CONTROL: That extra development time also helped the play control considerably. Ed performs a variety of platform actions, some of which you learn along the way. There are still some frustrating areas where the hit detection is off.

GAME DESIGN: Tonic Trouble provides interesting game play variety in some very creative worlds. The story and game play meander a bit, but you're generally pointed in the right direction.

SATISFACTION: As expected, Tonic provides a fun romp, but coming so late it must compete against better platformers including Ubi Soft's Rayman 2 and Sprocket.

SOUND: The music is bright and lively—a good match for the graphics.

COMMENTS: Scott–*I'm tempted to say, "Too little, too late," but the game has enough surprises to warrant a play.* Jason–*A quirky stew of genres—puzzles, action & veggies. The fun level doesn't quite match the level of goofiness.*





- Ubi Soft/128 Megabits
- 1 player
- Controller Pak compatible





HOW IT RATES
The ESRB gave Tonic Trouble no trouble at all. This cartoony romp has an E rating, and it subjects players to nothing worse than violence to vegetables. It should be said that the evil game tomatoes deserve everything they get.

GRAPHICS 7.8
PLAY CONTROL 6.7
GAME DESIGN 7.7
SAT. 7.5
SOUND 7.3

NINTENDO POWER STAFF SCORES
7.9 → Kyle
7.7 → Scott
7.6 → Andy
7.4 → Jason
7.1 → Nate

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NINTENDO 64 ® RATING PENDING RP CONTENT RATED BY ESRB ACTIVISION® CRAVE ENTERTAINMENT



NINTENDO 64

MADDEN NFL 2000





OVERALL 7.4 RATING

The 10th anniversary Madden puts it all together.

GRAPHICS: Madden looks sharp, although not as sharp as QB Club 2000. The animation has too many jumped frames to call it smooth, but the camera angles are good and it's always easy to tell who has the ball. Proportionate player models add to the sense of reality.

PLAY CONTROL: In Madden 2000, players can choose from five Controller configurations including a one button configuration. Control of players is generally easy to learn and precise. The turbo and juke buttons add even more control.

GAME DESIGN: Madden 2000 has been improved in many ways from last year's title. The Madden Challenge rewards players with codes for funky extra teams. The Arcade Mode is like a watered-down version of Blitz.

SATISFACTION: For one or more players, Madden 2000 provides realism and ease-of-play.

SOUND: John Madden's colorful comments become tiresome, but the rest of the sound is well done.

COMMENTS: Scott–*The graphics could be better, but I really enjoyed the game play in Madden.* Dan–*Although it was kind of difficult to figure out how to actually start the game, once I got in, it was easy and quick to play.*





- EA Sports/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- 31 teams
- NFL and NFLPA licenses
- Arcade Mode

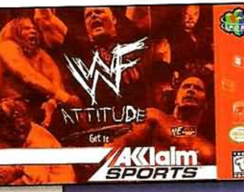
GRAPHICS 7.4
PLAY CONTROL 7.2
GAME DESIGN 7.6
SAT. 7.6
SOUND 6.6

EVERYONE
HOW IT RATES The ESRB gave this year's Madden a clean E. The only thing that could be construed as offensive would be the animated celebrations and some verbal taunts.

NINTENDO POWER STAFF SCORES
- 7.9 → Kyle
- 7.9 → Scott
- 7.4 → Dan
- 7.3 → Nate
- 6.5 → Sonja

NINTENDO 64

WWF ATTITUDE





OVERALL 7.4 RATING

The main event returns to the N64.

GRAPHICS: As expected, the graphics in Acclaim's final WWF title are exceptional. This is the next best thing to being in the WWF ring. With their excellent texture-mapped faces and costumes, the wrestlers are easy to recognize.

PLAY CONTROL: Once again Acclaim has opted for complex move controls that are best thrown using the Control Pad rather than the Control Stick. The move controls are unintuitive and difficult to learn.

GAME DESIGN: This game has more options than you could fit in a stadium, and most of them are great. From the Create-a-Wrestler Mode to the Pay-Per-View Mode, everything is designed to give players total control over the environment and conditions.

SATISFACTION: WWF fans will eat up all the bells and whistles. The variety of play modes is another plus.

SOUND: The commentary is a bit rude, just what you'd expect, and the music is taken from the TV events.

COMMENTS: Scott–*Acclaim should work at building a better play control system and increasing the speed of the wrestlers.* Jason–*Stone-cold stunning graphics.* Sonja–*The play control is so frustrating that even WWF fans will have trouble sticking with it.* Henry–*The Create-a-Wrestler feature is great.*





- Acclaim/256 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Create-a-Wrestler option

GRAPHICS 8.2
PLAY CONTROL 6.7
GAME DESIGN 7.3
SAT. 7.3
SOUND 8.0



HOW IT RATES The ESRB gave Attitude a T rating for its animated violence, mild profanity, and suggestive themes. Even so, the game presentation is milder than WWF wrestling events on TV.

NINTENDO POWER STAFF SCORES
- 8.3 → Jason
- 8.2 → Henry
- 8.1 → Andy
- 6.7 → Sonja
- 6.3 → Nate

GEX 3

DEEP COVER GECKO

NINTENDO 64











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- Large 256Mb cart equals bigger levels and more GEX wisecracks

"GEX 3 tailwhips all the right buttons—variety, humor, depth, and graphics"
-NINTENDO POWER









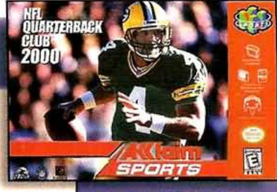
www.eidos.com



www.cravegames.com

NINTENDO 64

NFL QUARTERBACK CLUB 2000





This clubhouse is packed for Y2K.

GRAPHICS: The QBC development team once again raised the bar on sports graphics. With the Expansion Pak plugged in and the highest level of detail switched on, the screen looks like a broadcast football game. But as soon as you take away the Expansion Pak, you'll have to lower the level of detail or run the game at a mind-numbingly slow frame rate.

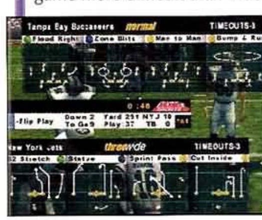
PLAY CONTROL: The level of detail extends to the play control. The jukes are super, but the passing control is unintuitive and, even when mastered, it makes the game more difficult than Madden.

GAME DESIGN: The bells and whistles include the Create-a-Team and Create-a-Player Modes. The Historical Sim Mode is another cool feature that lets you play everything from an exhibition game to an entire season.

SATISFACTION: The options are awesome, as are the graphics, but it's not an easy game to sit back and play for fun.

SOUND: The commentary is fairly neutral and doesn't intrude. The music and sound effects are very good.

COMMENTS: Scott–*It's stunning, but the new passing control was poorly done, and that's a HUGE mistake in my playbook.* Kyle–*The most realistic sports game I've ever seen, but I'd rather watch the real NFL or play Blitz.*





- Acclaim/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak compatible
- NFL and NFLPA licenses
- 31 teams
- Historical Sim Mode



HOW IT RATES

Some of the taunts can be aggressive in nature, but nothing in NFL QB Club 2000 crossed the line for the ESRB, which awarded the sim with a glowing E. And if you turn off the Injury option, you'll have no violence at all.

GRAPHICS 9.0

PLAY CONTROL 6.4

GAME DESIGN 7.2

SAT. 6.6

SOUND 7.4

NINTENDO POWER STAFF SCORES

8.2 → Kyle
7.6 → Scott
7.4 → Sonja
6.7 → Nate
6.5 → Dan

NINTENDO 64

RE-VOLT





Acclaim's RC racer is out of the box.

GRAPHICS: Re-Volt includes a High-Res mode for Expansion Pak users, but the graphics are decent even without the extra memory. Some of the environments are overly busy, making it difficult to keep your eyes on the road, but the cars look cool.

PLAY CONTROL: The four control options change the speed, handling and collision characteristics of the cars, and the differences can be quite dramatic. Depending on the option you choose, the play control can be anything from challenging to easy.

GAME DESIGN: Re-Volt has the standard modes, such as a Championship, Time Trial, Practice and Single Race. The Multiplayer Mode includes regular races and Battle Tag. The Track Editor Mode allows players to build their own courses and save them.

SATISFACTION: The cars are quick, most of the tracks are fun and filled with jumps and pick-up items, and the options are excellent. Re-Volt turns out to be one of the most versatile racers in the N64 library.

SOUND: The music is catchy, and the RC sound effects are realistic without sounding like angry bees.

COMMENTS: Scott–*The track editor gives the game extra replay value.* Nate–*Squirrely control but it's realistic for RC racing.*



- Acclaim/96 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Expansion Pak enhancements
- 7 environments
- Track editor



HOW IT RATES

As you might expect, Re-Volt gets the big E from the ESRB. The most violent thing you can do in this game is flip another RC car by shooting it with a special pickup item.

GRAPHICS 7.3

PLAY CONTROL 6.7

GAME DESIGN 7.4

SAT. 6.7

SOUND 7.0

NINTENDO POWER STAFF SCORES

7.5 → Jason
7.3 → Nate
7.3 → Scott
7.2 → Kyle
6.0 → Henry







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MOTOCROSS MANIACS 2

GAME BOY COLOR

Two wheels are better than four on Game Boy Color.

GRAPHICS: The bikes may be small, but the graphics seem bright and detailed in Konami's Motocross Maniacs 2. This side-scrolling racer makes excellent use of Game Boy Color to create interesting scenes and animation for the relatively simple game.

PLAY CONTROL: There's more to the control in MM2 than meets the eye, but this game is up to the challenge. Collision detection is very good, which is essential in a game where precision jumps are part of the challenge.

GAME DESIGN: Like ExciteBike for the NES, Motocross Maniacs 2 is a stunt bike racer that puts a premium on picking up items and making jumps. The tracks are even more interesting than ExciteBike's because they have so much variation and elevated sections of track. The Track Editor lets players construct and ride on their own tracks.

SATISFACTION: Motocross Maniacs 2 should provide hours of fun for action fans. Since you race against the clock rather than CPU opponents, the game feels more like an action game than a racer and should appeal to a huge audience.

SOUND: The music is appropriate but not particularly inspired.

COMMENTS: Scott–*The game is challenging and the Track Editor gives it great replay value.* Henry–*I wanted more tracks.*







- Konami/8 Megabits
- 1 to 2 players simultaneously
- Game Link compatible
- Track Editor



HOW IT RATES

MM2 earns an E from the ESRB. The game is purely action with no violence or hint of any questionable content from start to finish.

GRAPHICS 7.0

PLAY CONTROL 7.8

GAME DESIGN 8.2

SAT. 7.6

SOUND 7.0

NINTENDO POWER STAFF SCORES

- 8.2 → Henry
- 8.0 → Scott
- 7.5 → Andy
- 7.4 → Nate
- 7.1 → Jason

TARZAN

GAME BOY COLOR

The lord of the jungle grows up on Game Boy Color.

GRAPHICS: Animations from the movie were adapted for scenes in Tarzan with amazing success. The game animations are also excellent, and the use of color is just as impressive.

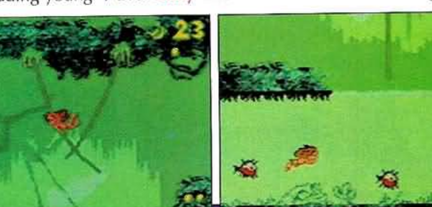
PLAY CONTROL: You may find yourself falling off platforms because of the very small hit detection zones. Adult Tarzan also seems to move too quickly.

GAME DESIGN: Tarzan may be a traditional platform game, but the development team added several fun extras that make it special. In the regular game mode, players control several characters including young Tarzan and adult Tarzan. The Hide-n-Seek Mode is a great two-player alternating option for young players, and the print option is an unusual but nice addition for owners of the Game Boy Printer.

SATISFACTION: Fans of the movie and action gamers will both enjoy this game, but the challenge doesn't equal the quality of the graphics. The Hide-n-Seek game is perfect for young gamers who might be frustrated by the action in the adventure mode.

SOUND: Native drums add to the Tarzan experience. The sound is simple but effective.

COMMENTS: Scott–*Improved play control would help, but most players will have fun.* Nate–*The graphics are lushly colorful, but the levels got pretty repetitive.* Andy–*The Hide-n-Seek mode is orig-*







- Activision/16 Megabits
- 1 to 2 players alternately
- Passwords
- Game Boy Printer option



HOW IT RATES

Tarzan earned a clean E rating from the ESRB without any descriptor comments. The only suggestion of violence is when Tarzan is hit by an enemy. Basically, you just collect bananas.

GRAPHICS 8.0

PLAY CONTROL 7.2

GAME DESIGN 7.2

SAT. 7.2

SOUND 7.5

NINTENDO POWER STAFF SCORES

- 8.3 → Jason
- 8.3 → Sonja
- 7.1 → Scott
- 6.7 → Nate
- 6.6 → Kyle

DÉJÀ VU I & II

Kemco puts two classics on one Game Boy Color Pak.

GRAPHICS: The rich color and new interface on Déjà Vu 1 & 2 for Game Boy Color will have Ace Harding fans donning their trench coats and searching for clues. The excellent use of color makes it easy to spot potential clues and click on them.
PLAY CONTROL: This is a point-and-click interface with no direct manipulation of characters or items. You'll keep notes and items on separate windows.
GAME DESIGN: The Déjà Vu duo borrows the game play system from Shadowgate, but the gumshoe theme is completely different. Déjà Vu appeared on the NES, but Déjà Vu 2 was never released on a Nintendo system, so it will be a new mystery for most players.
SATISFACTION: Once you figure out the mystery, there's not much replay value, but with two games in one Game Pak, you should have hours of investigative fun. This is an exceptional value for RPG fans.
SOUND: The funky tunes are fitting.
COMMENTS: Scott–*I've always wanted to play the sequel to Déjà Vu and I finally got the chance. It was worth the long wait.* Nate–*You can't beat getting two for one.* Kyle–*With the painfully slow interface, getting anywhere is a test of patience.* Andy–*If you're willing to use your brain, you're in for a treat.* Sonja–*For experienced text-adventure/RPG players, it's way too easy.*







- Kemco/8 Megabits
- 1 player
- 3 save files
- 2 games in one Pak

OVERALL RATING 7.1

GRAPHICS 7.0
PLAY CONTROL 6.5
GAME DESIGN 7.5
SAT. 7.5
SOUND 6.8



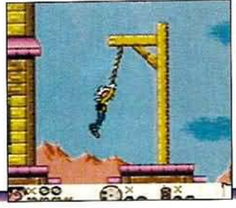
HOW IT RATES
The ESRB gave these two games E ratings with a descriptor citing animated violence. Since there is no actual animation in the game, you might want to consider that any violence is merely suggested.

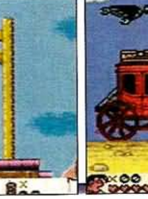
NINTENDO POWER STAFF SCORES
8.5 → Andy
7.6 → Scott
7.2 → Nate
6.8 → Armond
5.6 → Kyle

LUCKY LUKE

A French look at the Old West is magnifique.

GRAPHICS: Lucky Luke has the look of a cartoon with lanky horses and cowboys, tumbling tumbleweeds and other standard western themes. The quality of art, animation and color is very good throughout this platform game.
PLAY CONTROL: Like any western hero, Luke packs a revolver and uses it whenever an unfriendly face pops up. He also jumps, climbs, swings and rides his way through the side-scrolling stages. The use of special items such as dynamite is not intuitive and can lead to some confusion.
GAME DESIGN: This is a platform game that puts a premium on jumping and ducking to avoid attacks. Some special items help Luke progress beyond obstacles, and enemies constantly appear and threaten his progress. The story is very limited, but there are some cut scenes. The password doesn't appear after every stage.
SATISFACTION: The game isn't overly challenging, but it should be a nice diversion for platform action fans. The quality of the graphics and sound is impressive.
SOUND: An excellent musical score sounds crisp on the Game Boy Color speaker, even if it repeats too often.
COMMENTS: Scott–*The game play is fairly simple, but the production values are high. It's worth a look.* Jason–*Not the quickest on the draw in the play control department.*



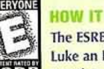


- Infogrames/8 Megabits
- 1 player
- Passwords
- 12 stages
- 4 languages

OVERALL RATING 6.8

GRAPHICS 7.8
PLAY CONTROL 6.8
GAME DESIGN 6.2
SAT. 6.6
SOUND 7.2





HOW IT RATES
The ESRB gave Luke an E and the warning, "Comic mischief." Generally, that means that characters don't behave realistically and the animated violence is the sort of thing you'd see in a cartoon.

NINTENDO POWER STAFF SCORES
7.4 → Nate
7.2 → Jason
7.1 → Scott
7.0 → Andy
5.7 → Henry

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ZEBCO FISHING

GAME BOY COLOR

Game Boy Color reels in a fishy winner.

GRAPHICS: The graphics in Zebco fishing are simple but clear and easy to understand, though limited in scope. The main screen is an overhead view of the current lake and your boat. Subscreens provide extra options such as changing lures and checking the livewell. Use of color is excellent. Animation is limited.
PLAY CONTROL: Controls for casting your lures, sinking the hook and fighting a fish on the line are very well done. Moving the boat around the lake is a bit more awkward.
GAME DESIGN: The interface may seem simple, but this is a fun little fishing game because it is so intuitive. The use of the Rumble feature makes it seem much more realistic. Black Jack Bass is an odd variation of tournament fishing.
SATISFACTION: Anglers will get hooked by Zebco Fishing, but the challenge may not hold them. Non-fisherfolk may find it less than exciting, but it does provide more action than most fishing games since it's so easy to find, hook and land fish.
SOUND: The clarity of the spoken comments in this game is remarkable. Sound effects also add a sense of reality and audible clues that are useful for playing the game.
COMMENTS: Scott–*You catch a lot of fish, but the replay value is limited.* Nate–*Feeling the bite with the Rumble feature makes all the difference.*





- Vatical/8 Megabits
- 1 player
- Rumble feature
- 2 modes

OVERALL RATING 6.5

GRAPHICS 5.8
PLAY CONTROL 7.4
GAME DESIGN 6.2
SAT. 6.0
SOUND 8.0





HOW IT RATES
The ESRB handed down an E rating for this game. Unless you're a bass, Zebco Fishing won't seem terribly violent. No live fish were harmed during the making of this game.

NINTENDO POWER STAFF SCORES
- 7.5 → Ed
- 7.3 → Scott
- 6.8 → Nate
- 5.8 → Andy
- 5.2 → Dan

LOONEY TUNES

GAME BOY COLOR

Looney Tunes returns in living Game Boy Color.

GRAPHICS: Sunsoft did an excellent job giving Looney Tunes a facelift for Game Boy Color. The characters and settings in this side-scrolling platformer all look sharp and rich. Everything has the appropriate look of Looney Tunes cartoons, as well.
PLAY CONTROL: Although there is some variety of action within every level, basically this is a hop, bop and throw game. You have to watch out for your character's momentum on some jumps, but the play control is very precise in most instances.
GAME DESIGN: Each of six Looney Tunes characters stars in his own cartoon level in this game. Favorites such as Bugs Bunny, Daffy Duck, Road Runner and the Tazmanian Devil must pass through levels filled with obstacles and baddies, plus there's a bonus level at the end.
SATISFACTION: As far as platform games go, Looney Tunes does a good job of presenting the licensed characters. The challenge level isn't very high, so younger players should enjoy it as much as older Warner Bros. fans will.
SOUND: Some of the Looney Tunes themes are recognizable but most of the music is generic.
COMMENTS: Nate–*The wide cast of characters with different moves makes it worth tuning in.* Kyle–*Nothing new here—a run-of-the-mill side-scroller.*



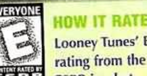


- Sunsoft/8 Megabits
- 1 player
- 7 levels
- Colorized classic game

OVERALL RATING 6.3



GRAPHICS 7.2
PLAY CONTROL 6.2
GAME DESIGN 6.2
SAT. 6.0
SOUND 6.0



HOW IT RATES
Looney Tunes' E rating from the ESRB is what you'd expect. There is mild animated violence similar to what you'd see in a Looney Tunes cartoon starring Bugs Bunny or Daffy Duck.

NINTENDO POWER STAFF SCORES
- 6.8 → Nate
- 6.5 → Andy
- 6.4 → Sonja
- 6.0 → Kyle
- 6.0 → Scott

REVELATIONS: THE DEMON SLAYER

A monster epic comes to Game Boy Color.

GRAPHICS: This game originally appeared in Japan as a black and white Game Boy title. Now, in this Game Boy Color version, Revelations is easier on the eyes, but it lacks the richness of most new Game Boy Color games.

PLAY CONTROL: Moving your party is a simple matter. The use of menus is a more important consideration, and the controls for Revelations are fairly intuitive.

GAME DESIGN: Revelations contains several fun innovations for an RPG. The Auto Battle Option lets you battle monsters quickly with the push of a single button so the game doesn't get bogged down. The two-player battle mode is another nice touch. Revelations also has large parties composed of characters and captured monsters, so Pokémon fans may want to take a look.

SATISFACTION: This RPG falls firmly into the category of traditional Japanese RPGs such as DragonQuest (Dragon Warrior in North America). With its innovative options, Revelations should be a welcome addition to the libraries of many RPG fans. One weakness is the poor English language translation in this version.

SOUND: Surprisingly good music accompanies this game.

COMMENTS: Scott–*There's enough depth to keep hardcore RPG fans playing.*
Ed–*Very bland backgrounds.*









- Atlus/8 Megabits
- 1 or 2 players simultaneously
- 3 game save files
- Battle Mode

GRAPHICS 5.8
PLAY CONTROL 5.8
GAME DESIGN 6.2
SAT. 6.0
SOUND 5.8



HOW IT RATES

Revelations rated an E score from the ESRB with the comment that the game had mild animated violence. Since the battle animation is so simplistic, even that mild comment seems excessive.

NINTENDO POWER STAFF SCORES

6.6 → Ed
6.5 → Nate
6.2 → Sonja
6.1 → Scott
4.5 → Kyle

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventures, Puzzles
ARMOND: Fighting, RPGs, Adventures
DAN: Action, Adventures, Sports
ED: Sports, Puzzles, Action
HENRY: Fighting, Action, Sports
JASON: Adventures, Action, Puzzles
KYLE: Sports, Simulations, Puzzles
NATE: Adventure, Action, Sports
SCOTT: Sports, Simulations, Adventures
SONJA: Puzzles, RPGs, Fighting

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS 20%
PLAY CONTROL 20%
GAME DESIGN 25%
SATISFACTION 25%
SOUND 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.



Games that were released prior to the commencement of the ratings system are designated NR.



All Ages
Early Childhood
Teen (13+)
Mature (17+)
Adult (18+)



PAK WATCH

The inside source for all Nintendo News.

NEW PARTNERSHIPS FOR DOLPHIN REVEALED

Nintendo of America recently announced agreements with three industry-leading companies to create software tools for Dolphin developers. The three companies are Applied Microsystems Corporation of Redmond, Washington, Metrowerks of Austin, Texas, and Factor 5 from San Rafael, California. Each of these companies will concentrate on separate types of tools that will be used to help speed up development of games for Nintendo's next generation video game system, which is due to be launched in the fall of 2000. "These tools will allow our developers and third-party licensees to make the most of the tremendous power of the Dolphin system," says Jim Merrick, Director of Technical Support at Nintendo of America. "Providing developers quality tools from top companies at this early stage means better quality games, faster game creation, and faster time-to-market, which is great for everyone, especially the consumer."

> "Their (Nintendo's) system will be more powerful than anything else out there, and we're thrilled to work with them."
>
> —Julian Eggebrecht, president of Factor 5

Applied Microsystems will design and manufacture the hardware that developers use to create Dolphin games. Metrowerks will produce a Dolphin-specific version of its CodeWarrior tool set—a software development tool that will allow Dolphin developers to create games using popular programming languages. And at Factor 5, they will be creating sound tools for Dolphin. Factor 5's remarkable work on the sound in N64 games such as Rogue Squadron has put it at the forefront of audio processing. "Nintendo is the first game console manufacturer to recognize the evolution of sound as an integral part of their next generation system," says Julian Eggebrecht, president of Factor 5. "Their system will be more powerful than anything else out there, and we're thrilled to work with them." Nintendo is also thrilled to be working with such high-caliber partners.

LUXOFLUX COMMITS A SECOND OFFENSE

A small development studio across the street from Activision in Los Angeles has some big shoes to fill...its own. Luxoflux Corp. burst onto the N64 scene last year with an excellent version of Vigilante 8—the car and combat game that featured lots of





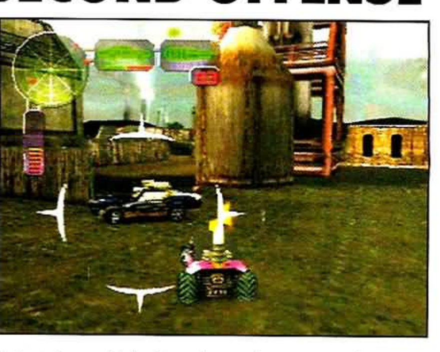
firepower and high-revving engines. This year, the team has had to outdo itself on every front to meet the expectations of V8 fans who wanted a bigger game with more variety and challenge. Recently, Pak Watch spoke with three members of the Luxoflux Vigilante 8: Second Offense team to find out what is at stake and how they've met the challenge.

A lot more than spit and polish

Adrian Stephens (President and lead programmer) and Peter Morawiec (CFO and



lead designer) along with Jeremy Engleman (art director) told Pak Watch that they wanted to improve every area of the graphics in Second Offense, but that the new water effects and specular highlighting were the most spectacular of the innovations. "We wanted to use more of the N64 features that other platforms don't have, such as mirroring and supporting the different N64 texture modes," said Adrian. The textures are one of the keys to



making 3-D games look realistic, but working with the limited size of N64 texture caches isn't easy unless you have a plan that maximizes how those texture maps are used. Realizing this, Luxoflux created proprietary tools that automatically scale the textures used in 3-D Studio Max for use on the N64. Creating specialized tools is just one of the ways that Luxoflux has learned so much about programming for the N64 in such a short time. According to Peter, their other secret weapon was, "a lack of sleep."



Role-playing in V8?

But making the cars and environments pretty was only part of the job that Luxoflux set for itself. If there was one complaint about



the original V8, it was that the game was not long enough. Players wanted more depth and replay value. "We wanted to introduce some sort of game play mechanic that would promote long-term play," explained Peter. "So we came up with a simple scheme in which, by destroying enemies, you'd accumulate attribute points. Over time, you'd be rewarded with whole new car body parts and upgrades." The result is a game in which players' cars change over the course of the game, gaining futuristic abilities such as the power to fly like a hovercraft. It's similar to characters in an RPG that earn experience and grow over time. Even better than the growth factor is that players will be able to save their super cars on Controller Paks and take them to a friends' houses for multiplayer matches.

Drifters and more

Peter explained that another way they extended the game play of Second Offense is that they included another set of characters. These "drifters" aren't affiliated with the rival gangs of the first V8. Instead, they're neutral, oddball characters that wander into the scene, giving players more missions and variety. The new set of cars for Second Offense receives an extra standard weapon for each vehicle, as well. And the new characters from the future have cars with extraordinary special attacks like a beam that freezes time. Imagine driving through a world where other cars, flames, everything, is frozen, except for you. When asked what their favorite parts of Second Offense were, Jeremy summed up the feelings of the team when he said, simply, "Everything."



We'll build it bigger, faster, stronger....

Pak Play

Hands-on previews of upcoming games.

THE BUZZ IS BACK

Buzz Lightyear and Woody will return to the silver screen this fall when Toy Story 2 is released. The space ranger and cowpoke will make their N64 debut at the same time in Activision's Toy Story 2. Pak Watch received the first previewable copy of the game, and we're pleased to report that it captures the spirit of the original Toy Story movie—and adds to it. Players will guide Buzz through action stages filled with bad toys. Unlike in the original movie, though, Buzz's laser actually works so he can zap baddies. He can jump, climb up ropes or poles, and even glide over short distances using his space ranger wings. The camera controls allow players to look all around, and a zoom option is great for targeting enemies and other blastable objects, like latches. There was no music in our early version, but by the end of November, we expect that Toy Story 2 will be heard by all.









BUGS FROM SPACE

Armorines: Project S.W.A.R.M. descended on Pak Watch recently for a hands-on play test. Only a few of the areas were open, but even so, it was clear that Acclaim's answer to Starship Troopers is going to be a massive bug hunt with an emphasis on the hunt. Players will move through the five landing sites—where the aliens have settled on earth—either on their feet or in drop ships. In the two drop ship stages, players move along a track at a set speed, shooting every bug that appears. The cooperative split-screen mode and four-player modes will add even more to the excitement, but what Acclaim is really excited about is the swarming AI. They believe that the Armorines aliens will have the most sophisticated intelligence in the industry and that it will lead to swarms of bugs attacking players. If you want to test yourself against the swarm, you may have to wait until the end of the year, or possibly into next year since Acclaim hasn't set a final release date.







MAYHEM ON THE N64

The mayhem is set to begin this October when EA introduces the world to its own brand of WCW Mayhem for the N64. The pre-final game looks as if it will compete with WWF Attitude on every front. There's the great lineup of wrestling stars such as Goldberg, DDP and Sting. There's an excellent Create-a-Wrestler Mode with extensive options for personality, appearance and attributes. There's a camera editor that lets you get as close to the action as you can bear. And there're plenty of play modes, including Quick Start, Main Event, Quest for the Best, and Pay-Per-View. The sets are taken from the WCW, the music rocks and the crowd is wild. The moves are based on grappling, and the play control was fairly intuitive, which is perfect for multi-player matches.







CATCH THESE Zs

It seems as if the 40 Winks development team at Eurocom may make a dream come true for GT Interactive and N64 gamers who are looking for a classy action game in the Mario/Banjo genre. But even so, 40 Winks has an uphill climb to reach the pinnacle of success that GT Interactive hopes it will achieve. It has no famous characters, and the characters it does have seem quite young. But if gamers pass on this one because of its toddling heroes, they'll miss a rich, interactive experience with top-flight graphics, music, story, play control and interesting game play. Too many games are missing the spark of originality and quality. It would be unfortunate if a magical little romp like 40 Winks didn't send a wake-up call to N64 players.









Wake up! It's time to play!

Pak Peeks

What's breaking in the world of games.

Zelda Gaiden


Zelda Gaiden

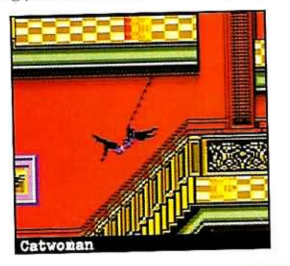

Zelda Gaiden

Space World preview

Shortly after press time here at Pak Watch, Nintendo Company Ltd. in Japan held its annual Space World show at Makuhari outside of Tokyo. Prior to the show, Nintendo Company Ltd. released a list of games expected to appear. Nintendo Power will have complete coverage next month, but here's a tantalizing taste of the hits that appeared at Space World. Zelda Gaiden for the N64 made its world debut during the two-day event. The word "gaiden" means sequel, so this Zelda is a sequel to The Legend of Zelda: Ocarina of Time. The three screen shots shown here are the first of Zelda Gaiden ever published. More Zelda news was scheduled to be released in addition to Gaiden such as the new Zelda adventure for Game Boy Color called Legend of Zelda "Fushigi na Ki no Mi" (Seed of the Wonder Tree). But an even bigger Game Boy Color announcement was also anticipated. Pokémon Gold and Silver were to debut at Space World, and the two Game Boy titles undoubtedly were the biggest draw at the show. Other N64 games scheduled to appear include Jet Force Gemini, DK 64, Mini Racers, Mother 3, Perfect Dark, ExciteBike 64, Custom Robo, Super Mario RPG 2, Itoi's Bass Fishing, Kirby 64 and Mario Party 2. Eight games for the 64DD were also introduced to the Japanese market: SimCity 64, Talent Studio, Paint Studio, F-Zero X Expansion Kit, Japan Professional Golf Tour 64, Ultimate War, Doshin the Giant 1, and Mr. Ide's Mahjong. As for Game Boy Color, we expect that the big news after Pokémon Gold and Silver will be the upcoming release of a GBC version of DragonQuest 1 & 2. Although there's no word on when any of the N64 or Game Boy Color titles will appear in North America, rest assured that Space World is just the beginning of the show.

A Cat fight

Catwoman finally has her own video game title, and it's a sleek, Game Boy Color offering from Kemco featuring rumble, excellent cut scenes from DC Comics, and plenty of feline platform action. In our first test play of Catwoman, we noted that Batman's female nemesis has some impressive moves. She can wrap her whip around objects and swing past obstacles or she can spring like a panther to enter or escape a fight. Catwoman's adventure takes her through nine levels, and passwords allow players to save their progress. Kemco hopes to have this cat ready for market sometime in September.


Catwoman

3DO on track

Close on the heels of Army Men: Sarge's Heroes, BattleTanx 2 is scheduled for release from our busy friends at 3DO by November. The second N64 title in the BattleTanx family will feature more tanks, cool new weapons, new gangs and urban battlefields around the world. At Pak Watch, we've been blowing up some of these cities for the past few weeks, and loving every blast. We've noticed that the graphics are sharper and the tanks are faster than those from last year's game. But the great game play that made last year's BattleTanx such a surprise prize is back in force. Players will find multiple modes for single-player and multiplayer matches. They'll also find both simple and complex play control settings.



BattleTanx 2

The upshot is that everyone can join in, no matter how skilled they are at piloting an M1A1 battleTank through narrow streets.

Crash and burn

THQ has picked up another road crash title, but in this one, players get to travel on four wheels. Destruction Derby 64 is based on the Psygnosis game for the PSX and was programmed by Looking Glass Studios. The game play involves earning points by racing to check points and smashing up other cars.



Destruction Derby 64

Of course, your car is bound to take damage as you drive head-on into a speeding opponent, but that's all part of the fun. The eight tracks include some fun variations, including one figure-eight with a big intersection that's just perfect for ramming unsuspecting drivers. The graphics are hot and the play control is arcade simple, so there's nothing to stop daredevils of every skill level from joining in the chaos. In addition to the one-player modes, there are four multiplayer modes—Deathmatch, Bomb Tag, Capture the Flag, and Destruction Race. Although the game is finished, THQ is holding it for release this November.

Invasion from the past

The original Space Invaders was a humongous hit when it was first released two decades ago, but technology has moved on and Activision's upcoming Space Invaders for the N64 resembles the original only in its basic form. Even so, we think it's going to be just as big a hit. With excellent 3-D graphics and more in-depth play features including cooperative and head-to-head modes for two players, the new Space Invaders is definitely an invasion for the '90s. Players must also contend with boss aliens that do a lot more than move slowly across the screen. Fortunately, they'll have more sophisticated weapons for dealing with the modern alien menace. As for the beginning of the invasion, we expect Space Invaders to touch down in November.


Space Invaders

Kobe Bryant In NBA Courtside 2


Nintendo

Asteroids 64


Crave Entertainment

NBA Jam 2000


Acclaim

Harvest Moon 64



Natsume

Hyper-Bike


Kemco

Top Gear Rally 2


Kemco

RELEASE FORECAST

FALL 1999

ARMY MEN: SARGE'S HEROES
ASTEROIDS 64
BASSMASTERS 2000
BATTLETANX 2
BATTLEZONE 64
CARMAGEDDON II
CASTLEVANIA II
CYBER TIGER 64
DESTRUCTION DERBY 64
DK 64
EXCITE BIKE 64
40 WINKS
GAUNTLET LEGENDS
HARVEST MOON 64
HOT WHEELS TURBO RACING
HYPER-BIKE
JEREMY MCGRATH SUPERCROSS 2000
KNOCKOUT KINGS 2000
KOBE BRYANT IN NBA COURTSIDE 2
MONOPOLY
NBA JAM 2000
NBA LIVE 2000
NUCLEAR STRIKE
PERFECT DARK
RAINBOW SIX
RAT ATTACK
RAYMAN 2
RESIDENT EVIL 2
RIDGE RACER 64
ROADSTER TROPHY
SPACE INVADERS
STARCRAFT
SUPERCROSS 2000
TAZ EXPRESS
TOP GEAR RALLY 2
TOY STORY 2
TUROK: RAGE WARS
VIGILANTE 8: SECOND OFFENSE
WCW MAYHEM
WINBACK
WWF WRESTLEMANIA 2000
XENA:TALISMAN OF FATE
1942
ALICE IN WONDERLAND
BABE & FRIENDS
BEAUTY & THE BEAST
BIONIC COMMANDO
CASTLEVANIA II
CATWOMAN
CRYSTALIS
CROC
DAFFY DUCK
DEER HUNTER
EWJ: MENACE 2 THE GALAXY
GHOSTS & GOBLINS
GODZILLA
ISS 2000
MARIO GOLF
MEGA MAN 5
MICKEY RACING
NBA IN THE ZONE 2000
NBA LIVE 2000
NHL BLADES OF STEEL 2000
NHL HOCKEY 2000
TIGER WOODS GOLF
PAPERBOY
POKéMON YELLOW
RESIDENT EVIL
REVELATIONS: THE DEMON SLAYER
SPEEDY GONZALEZ
STREET FIGHTER ALPHA
TAZMANIAN RUSH
TOY STORY 2
WICKED SURFING
YODA STORIES

FUTURE

ARMORINES
BRUNSWICK CIRCUIT PRO BOWLING
DAIKATANA
DUCK DODGERS IN THE 23 1/2 CENTURY
EARTHWORM JIM 3D
ETERNAL DARKNESS
F-1 WORLD GRAND PRIX II
HARRIER 2001
HYDROTHUNDER
JUNGLEBOTS
KIRBY 64
LOONEY TUNES: SPACE RACE
THE NEW ADVENTURES OF BATMAN
NIGHTMARE CREATURES 2
NOMENQUEST
OGRE BATTLE 3
PAPERBOY 3D
POKéMON STADIUM
READY 2 RUMBLE
RIQA
SHADOWGATE RISING
SPIDER-MAN
SUPER MARIO ADVENTURE
TWELVE TALES: CONKER 64
X-MEN
WILDWATER
WILD METAL COUNTRY
AZURE DREAMS
MICRO MACHINES V3
RALLY RACING
ROADSTERS '99
SAN FRANCISCO RUSH
SILICON VALLEY

NINTENDO 64
GAME BOY COLOR

Coming Next Issue...
Volume 125, October 1999

Pokémon Special Pikachu Edition

If you're a fan of the Pokémon TV series, you'll want to take your personal Pokémon quest into this updated Pokémon Pak for the Game Boy. This time, Pikachu always walks beside you, and Team Rocket's Jessie and James are never far behind! In October, we return to the world of Pokémon with an in-depth look at the new Yellow version you won't want to miss.

WCW Mayhem



Just when you thought wrestling Paks couldn't have any more bad attitude, the latest World Championship Wrestling game pulls out all the stops. Ready to brawl backstage? We show you how to muscle the WCW heavies.

Knockout Kings 2000



All the big legends like Muhammad Ali and Joe Frazier are packing the ring for the N64's first boxing game—and don't expect a button-masher. In October, we show you how to put on the golden gloves.

PLUS MORE IN-DEPTH REVIEWS

- Army Men: Sarge's Heroes
- Hot Wheels Turbo Racing
- Starcraft 64
- Rayman 2
- Winback
- Road Rash 64
- Jet Force Gemini

IT'S PACKED!



A FIRST LOOK AT DK 64!

Next month we pry open Rare's barrel of monkeys to sneak a peek at the whole Donkey Kong crew. Be there when we party hardy with DK and company!

NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 123 (Aug. '99): Hybrid Heaven, WWF Attitude, World Driver: Championship–Part 2, Army Men: Sarge's Heroes Special, Mario Golf, Command & Conquer, Gex 3: Deep Cover Gecko Preview, Bass Hunter 64, Duke Nukem: Zero Hour, LEGO Racer, Monster Truck Madness, Spawn (GB).

Volume 122 (July '99): World Driver: Championship, Quake II, *Star Wars*: Episode I: Racer Review–Part 2, Command & Conquer, Hybrid Heaven Preview, Inside E3: The Future of Nintendo, The New Tetris, Rugrats: Scavenger Hunt, Mario Golf Preview, Shadow Man Preview, Ken Griffey Jr.'s Slugfest (GB), Pokémon Pinball (GB), Duke Nukem (GB).

Volume 121 (June '99): Pokémon Snap, Ken Griffey Jr.'s Slugfest, A Bug's Life, WWF Attitude Preview, *Star Wars*: Episode I: Racer Review–Part I, V-Rally Edition '99, Behind the Scenes at Left Field Productions, World Driver: Championship Preview, Monaco Grand Prix, Conker's Pocket Tales, R-Type DX, All-Star Baseball 2000 (GB), Join the Power Panel.

Volume 120 (May '99): Guide to E3, *Star Wars*: Episode I: Racer Preview, 1998 Nintendo Power Award Winners, Superman, All-Star Baseball 2000 (N64), Shadowgate 64: Trials of the Four Towers, All-Star Tennis '99, Bust-A-Move '99, Ken Griffey Jr.'s Slugfest Preview, Airboardin' USA, Pokémon Snap Preview, Conker's Pocket Tales Preview, Game Boy Color Games, Super Mario Bros. Deluxe.

Volume 119 (Apr. '99): Beetle Adventure Racing, Super Smash Bros., Triple Play 2000, O.D.T., Global Gaming Special, Goemon's Great Adventure, MLBPA Bottom of the 9th, Lode Runner 64, Starshot: Space Circus Fever, NBA In the Zone '99, A Bug's Life Preview, Midway Arcade Hits, Re-Volt Preview, Y2K Exposé, First Edition of PokéCenter.

Volume 118 (Mar. '99): Tonic Trouble, Vigilante 8, Castlevania Review–Part 3, Duke Nukem: Zero Hour, Chameleon Twist 2, California Speed, NHL Blades of Steel '99, Rampage 2: Universal Tour, NBA One-on-One, NP Awards Nominees, Command and Conquer Preview, Pokémon Hits the Deck, Logical, Power Quest.

Volume 117 (Feb. '99): Mario Party, WCW Nitro, The Legend of Zelda: Ocarina of Time Review–Part 3, Pokémon Link Cable Special, Penny Racers, Castlevania Review–Part 2, Snowboard Kids 2, Beetle Adventure Racing Preview, Hexcite, Vigilante 8 Preview, Turok 2 (GB), The Legend of the Sea King, Shadowgate Classic, Rayman 2 Preview.

Volume 116 (Jan. '99): Predictions for 1999, Castlevania, South Park, BattleTanx, Turok 2, FIFA '99, Nightmare Creatures, Fox Sports College Hoops '99, Charlie Blast's Territory, NBA Jam '99, NHL Breakaway, The Legend of Zelda: Link's Awakening DX, Carrot Crazy, Montezuma's Return, Gex: Enter the Gecko, ODT Preview, Shadowgate 64 Preview.

Volume 115 (Dec. '98): *Star Wars:* Rogue Squadron, The Legend of Zelda: Ocarina of Time Review–Part 2, Body Harvest– Part 2, NBA Live '99, Rush 2, Magical Tetris, Top Gear Overdrive, Virtual Pool 64, Golden Nugget 64, Quest for Camelot, BattleTanx Preview, Castlevania Preview, Game Boy Color Starting Lineup.

Volume 114 (Nov. '98): The Legend of Zelda: Ocarina of Time Strategy Review, Game Boy Color Special, Body Harvest, Glover, Buck Bumble, *Star Wars:* Rogue Squadron, S.C.A.R.S., NHL '99, Fighting Force, Wipeout 64, Extreme-G 2, Banjo-Kazooie Review–Part 3, Superman Preview.

Volume 113 (Oct. '98): Turok 2, Silicon Valley, Twisted Edge, NFL Quarterback Club/Madden NFL '99, Bomberman Hero Part 3, WCW/nWo Revenge, European Development Special, Buck Bumble, Fighting Force, The Legend of Zelda: Ocarina of Time Overview, Mulan, NASCAR '99.

Volume 112 (Sept. '98): F-Zero X, Gex 64, Bomberman Hero–Part 2, Mission: Impossible, Cruis'n World, Blitz, Knife Edge, Deadly Arts, First Look at The Legend of Zelda: Ocarina of Time, Wipeout 64, NASCAR '99, WinBack.

Volume 111 (Aug. '98): Bomberman Hero–Part 1, GT 64 Championship Edition, Waialae Country Club: True Golf Classics, F-1 World Grand Prix, Flying Dragon, ISS '98, WWF War Zone (GB), Turok 2 Preview, Gex 64 Preview, Special: NP Online Update, Kobe Bryant in NBA Courtside Basketball Camp, Exclusive Interview with Miyamoto.

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